## AppCross Cloud-based Content Mobilized Platform

# AppCross Studio User Manual

Windows Plug-ins Version: 1.14.1121

Mac Plug-ins Version: 1.14.1121

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# I. Introduction

AppCross is a platform that makes it easy to create e-books and build apps without an engineer. The editor can use InDesign software to edit the content of e-books and use plug-ins to add interactive effects. The 15 plug-ins for moving objects, slides, event images, appearance order, interactive button, scrollable, link button, HTML embedding, insert map, insert video, insert ads, postcards, doodle pictures, grid puzzles and drag to collection make e-books more interactive. The editor can even use AppCrossReader to preview the e-book being produced through the reader, or use the AppCrossServer to package the e-book for distribution.

The coming of the new media age has increased the speed and reach of information flow. The emergence of e-books breaks down the many constraints of traditional publishing. Apart from giving the editor more freedom in the layout of text and graphics, the addition of different interactive effects and multimedia makes it easier to achieve resonance with the reader and create an all-new reading experience.

(1) AppCross Plugins installation Environment

Please double confirmed that you have installed Indesign 5.5 or 6.0 (Currently still no support for the CC version), and the installation root needs to be under C drive under program files

(2) AppCross Plugins Installation Environment (Windows & MAC)

~ For Windows ~

Step 1: Please close Indesign

Step 2: If you have already installed Plugins, please go to control panel and remove the old Plugins first

Step 3: After removing the older version of the Plugins, please open Indesign again and check if the plugin has been removed from Indesign manual bar and close Indesign again

Step 4: If you are 1st time installer and have removed the older version of Plugins, please download the AppCross .zip file and select exe file to decompress the software and select setup.exe to install

Step 5: After installation you should able to see the plugins tool bar after opening

~ For MAC ~

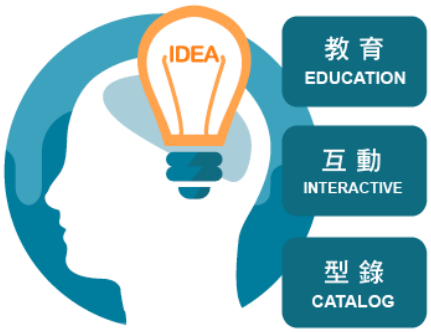
Step 1: Close Indesign program

Step 2: please select the PGK file to install

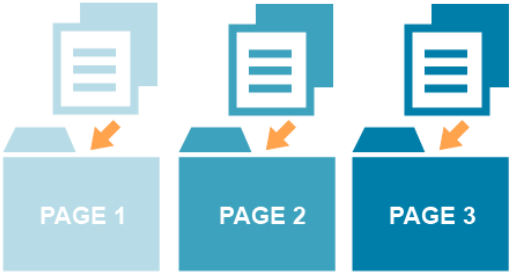
Step 3: after installation please open InDesign and in the upper tool bar there will be Plugins

## 1. Production process

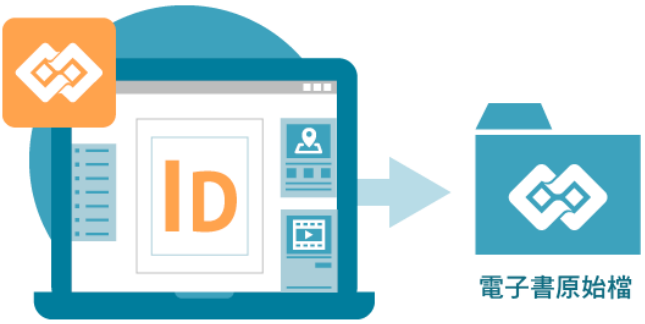
The production process for using AppCross to produce e-books is as follows:




Step 1：Think about the theme or topics of the e-book

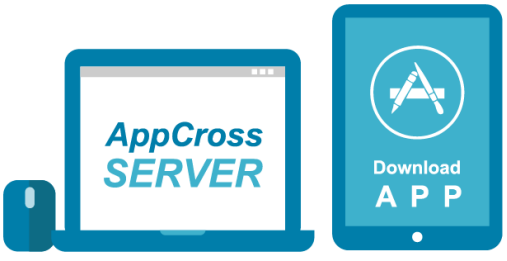



Step 2：Collect the related material such as content, photos and videos and set the basic structure of the e-book




Step 3： Use Indesign to layout the content and use the AppCross plugin functions to create interactive and multimedia features, then export to the to the original e-book .zip file

Step 4-1：

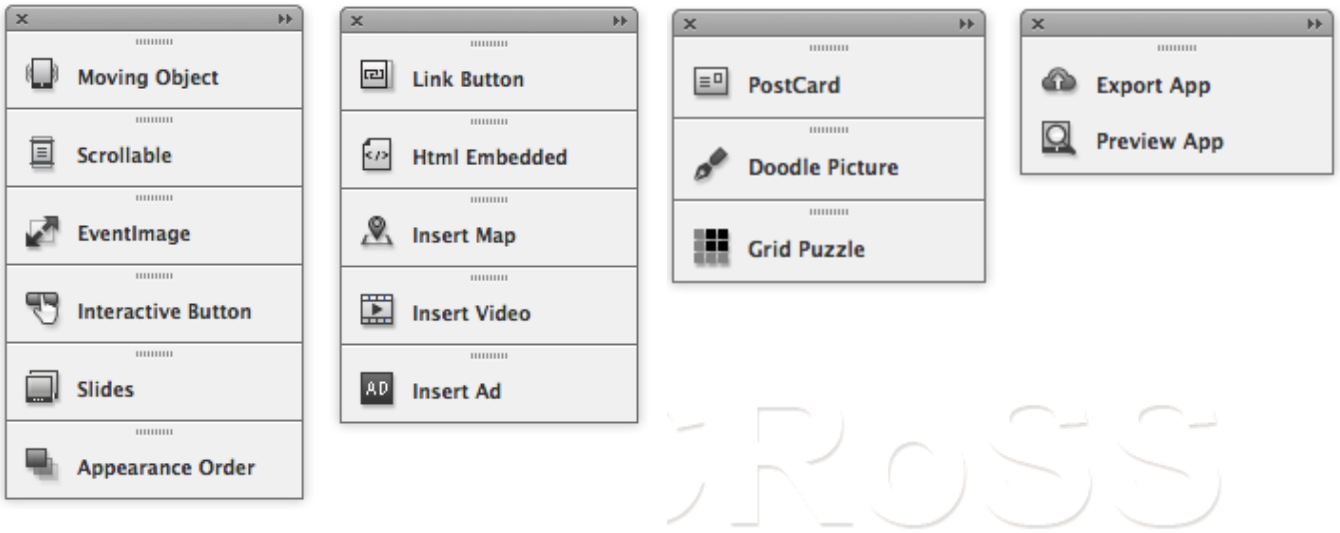



Step 4-2：

| | |
|---|---|
| Use iTunes to export the original .zip file and add to the AppCross Reader in iPad then one can preview what's been made | Upload the original .zip file to AppCross Server for final layout, package and publish to AppStore for user to download |

## 2. Plug-ins Functions

1. Interactive effects 2. Web services 3. Customization 4. Export app and preview



II.

# III. Basic Instructions

## 1. Terminology

Supported image formats: png, jpg
Supported video formats: MP4 (must use H.264 encoding)
Non-dynamic objects: Objects without any other plug-ins.
Individual object: A section of text, an image or a frame.
Group object: Made up of multiple objects.

Drawing board: The InDesign editing area.
Double-tap: Click the left button twice.
Reader: Tablet or other smart devices.
Object frame and picture frame: insert picture will have object frame and picture frame（refer to below photo

▲ Picture in the left have a blue frame as object and brown frame as picture frame, picture on the right is the original picture

## 2. Operating mode

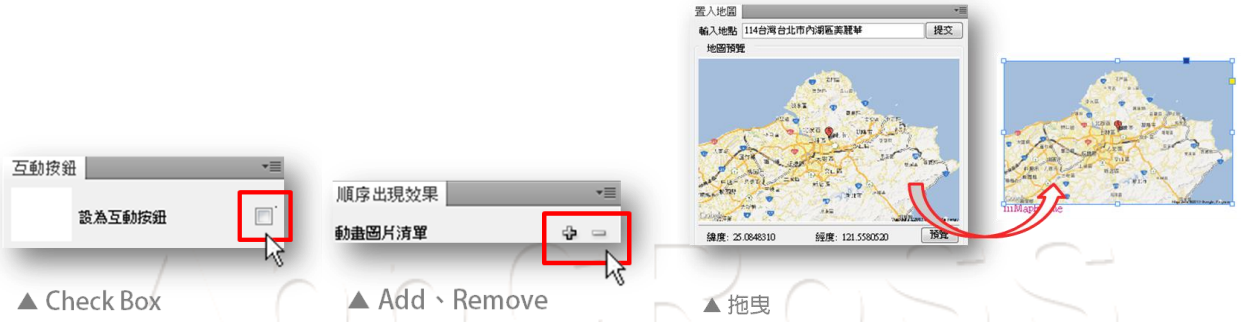
AppCRoss Studio provides3 type of plugins operating mode based on different combinations there will be different ease of use.

### ■Modes

Mode 1：Select the object frame and use check box method to add the object to give plugins function.

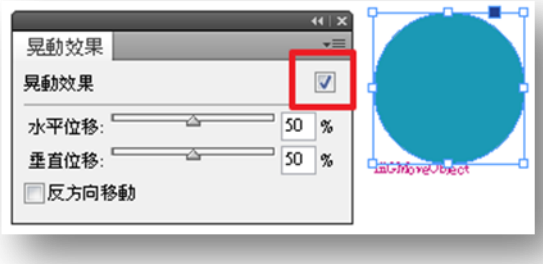
Mode 2：Select the object frame use add and remove methods to add or remove the object to give plugins function.

Mode 3：Define external link object, drag the extracted thumbnail to page layout .




▲ Check Box ▲ Add、Remove ▲拖曳

### ■操作組合




**Combination 1：CheckBox**

Ease of Usage： ★☆☆☆

This objective after putting into plugin effect still retains the status of a single object

Plugins：Moving object, scrollable, Html Embed, and interactive button

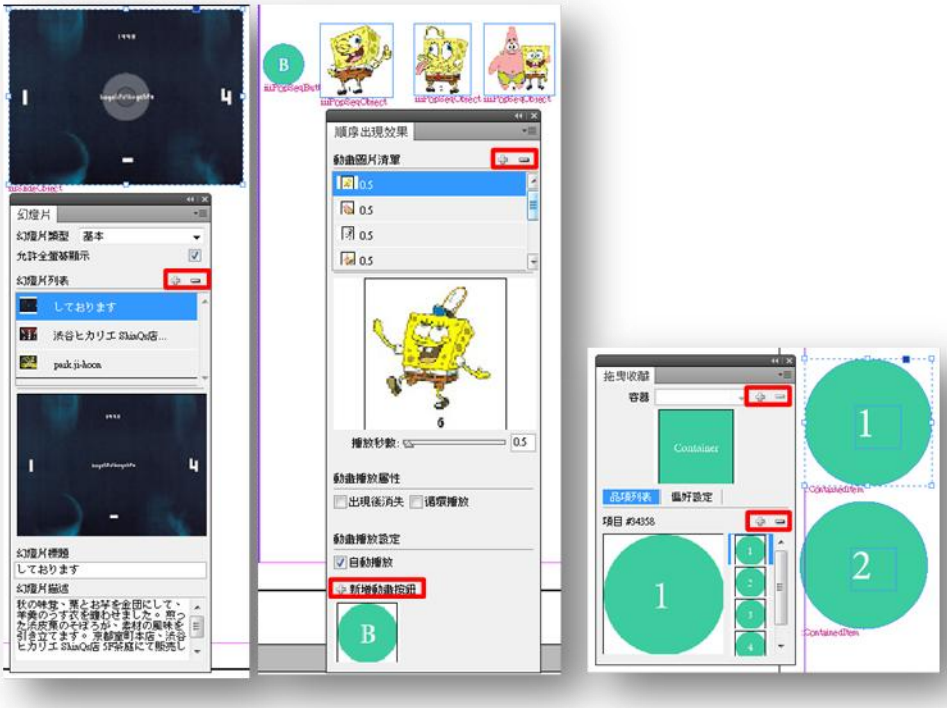
**Combination 2：CheckBox + Add**

Ease of Usage： ★★☆☆

Select the major objective and add other object the the plugin objective will become not a single object but a group object

Plugins：Event Image, Interactive button, postcard,

Doodle picture and grid puzzle



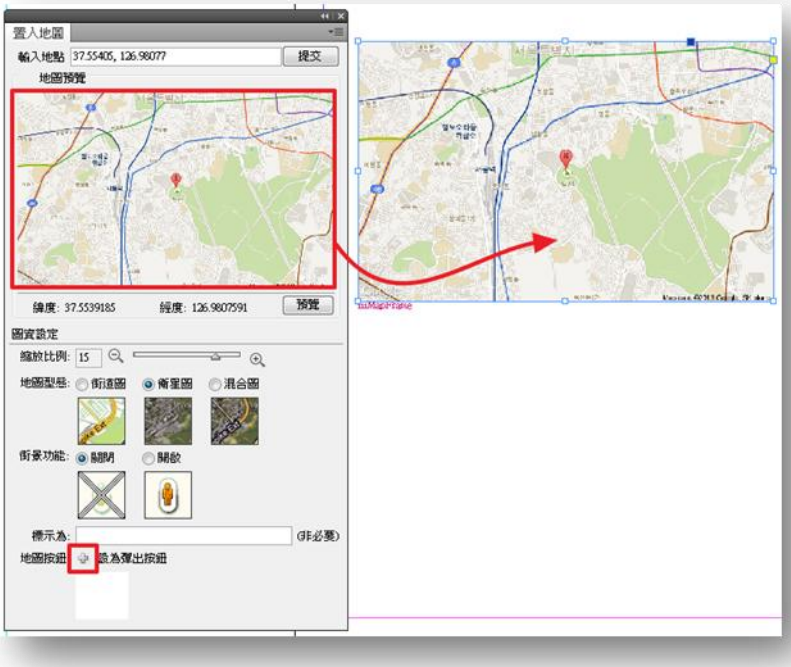
**Combination 3：Add/Remove**

Ease of Usage： ★★★☆

Click to add the object or click to remove the object that has already been added, at this time the plugin

Object will become a group object

Plugins: animation, slides and drag to collection



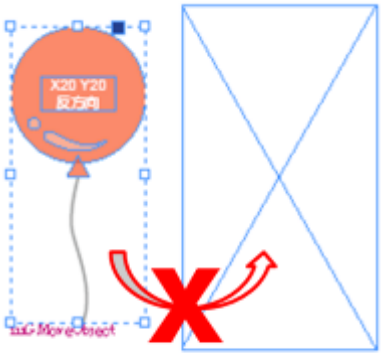
**Combination 4：Click + Drag + Add**

Ease of Usage： ★★★★

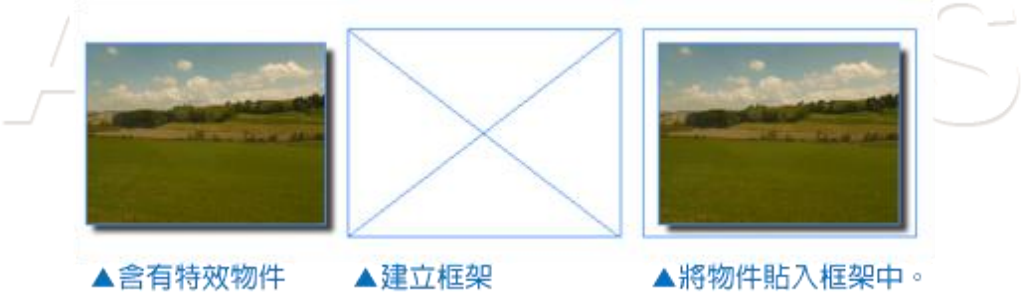
Use the panel to link to external pages and after successfully linking and display, one can use thumbnail to further page layout and refinement or add new buttons

Plugins: Insert Viedo and insert map

## 3. Reminder



- When working with modes, the object must be in its final form (e.g., grouping objects, convert text to outlines, or adding light or shadow effects) before plug-in effects are added.
- Any objects that already have plug-in functionality added can't be grouped or un-grouped again or the expected interactive effect will not appear.
- Objects that already have plug-in effects added can't be pasted into a frame or the interactive effect will not appear (see Fig. 1).
- If the object a plug-in effect is being added to contains light or shadow effects, the frame tool must first be used to create a frame that is larger than the object with special effects. The object is then pasted into the frame (shortcut: Alt + Ctrl + V). Check that the object is fully displayed in the blue-colored object frame for it to be fully displayed in preview.
- Undo/redo will not restore changed settings.
- Make sure that the double quote used in the syntax or address for HTML embedding or external hyperlinks is a half-character ("). If full character is used or it looks like a comma (”), the expected interactive effects will not appear after exporting.




## 4. Dynamic Object Display Hierarchy

The dynamic object display hierarchy is as shown below. A smaller number means a higher level:

1. Interactive Button
2. Scrollable
3. Event Image, Drag to Collection
4. Insert Video
5. Insert Map
6. Slides
7. Post Card
8. Doodle Picture
9. Grid Puzzle
10. Web view related object

(No set order and is based on the corresponding layer in InDesign)

Appearance Order

Moving Object

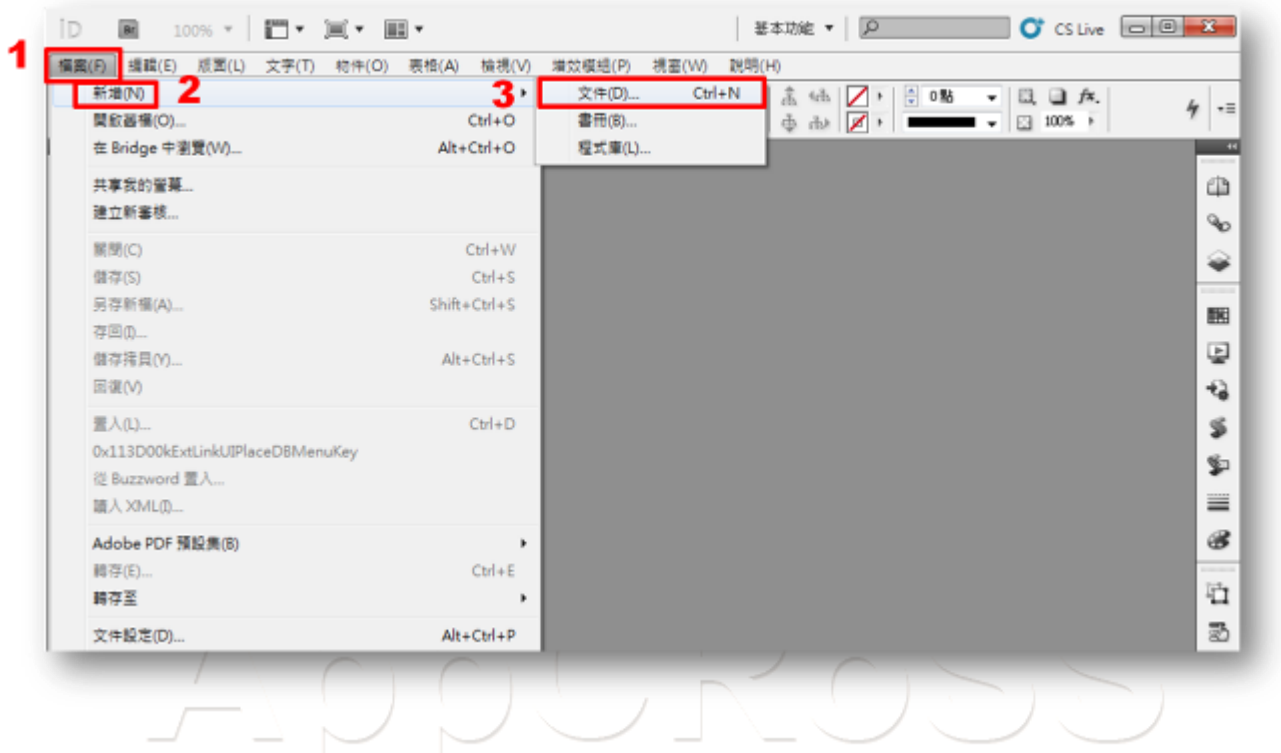
Insert Ad

Html Embed

Link Button

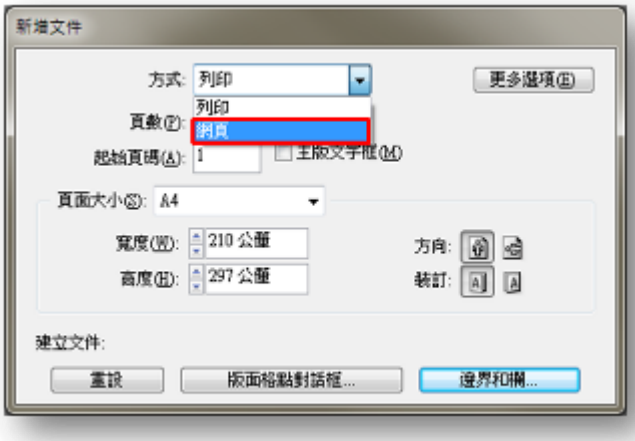
## 5. Create new document

***Step 1.*** Select File > New > Document (shortcut: Ctrl + N)



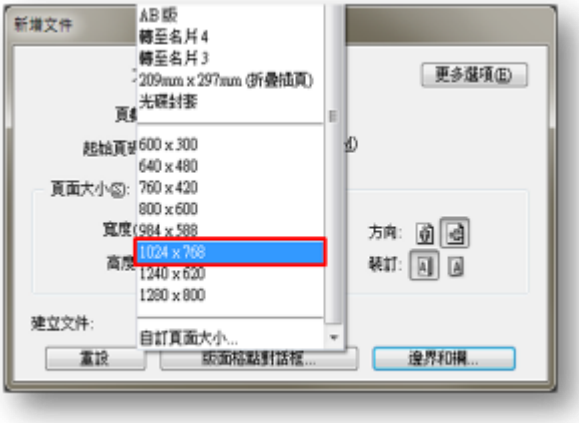

***Step 2.*** Set document format: Click on webpage.

Tip: For readers such as smart devices and tablets the file must be produced as a webpage.

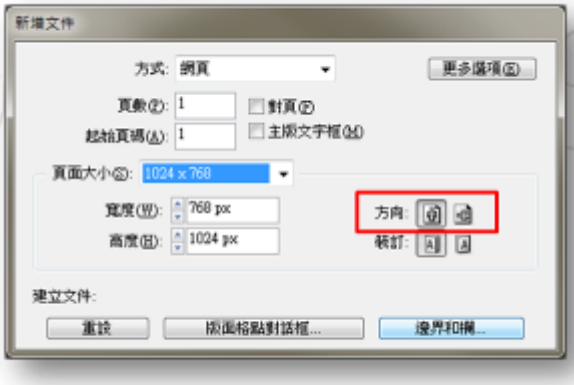


***Step 3.*** Set page size: Select 1024 x 768 as the page size. (The default target reader is the iPad)

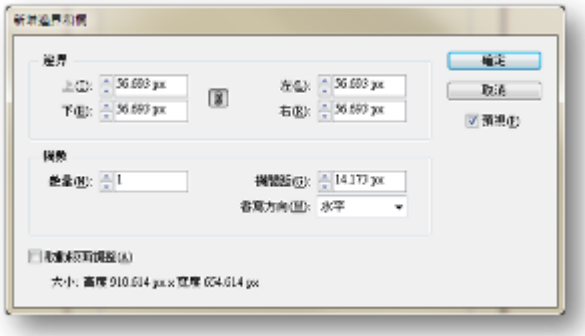
Tip: Different page sizes must be set for different readers.
For example: iPad1, 2 / 1024x768px；iPhone / 1136x640px；ASUS Nexus7 / 886x600px




***Step 4.*** Set page orientation: The orientation can be set to Portrait or Landscape as required. Click the border and columns.




***Step 5.*** Set document border and columns: Use the default values for add border and columns then select confirm.



# IV. Plug-ins Instructions

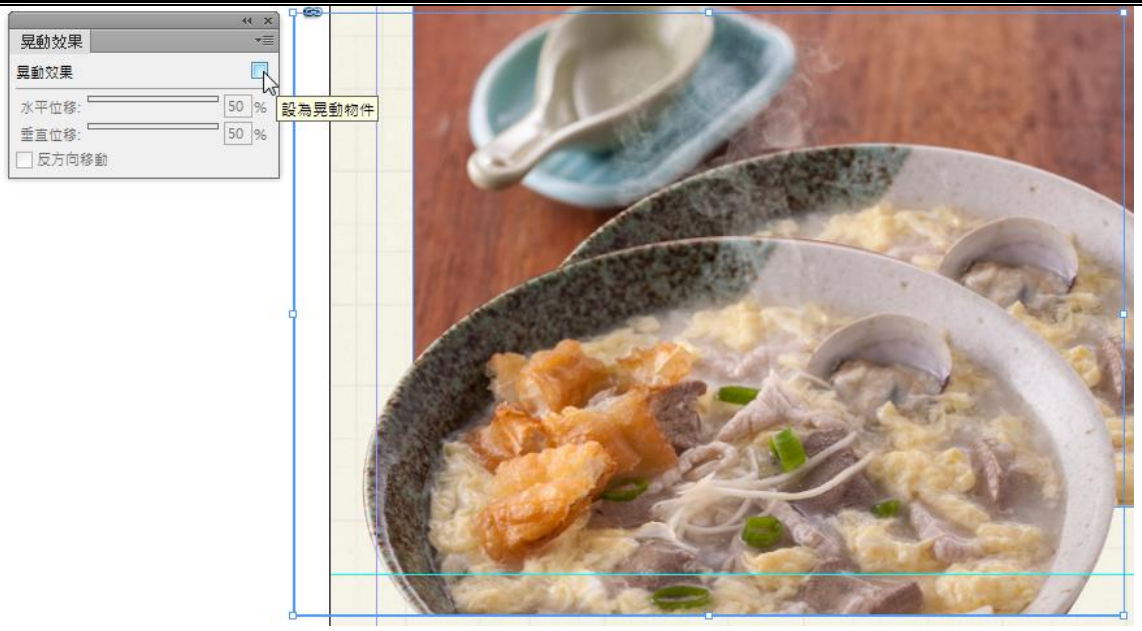
## 1. Moving Object

- When the user shakes the iPad, objects imbued with the Moving Object effect will shake based on the set value.
- Can be used for micro-dynamic effects such as floating clouds, changes in light and shadow, or water ripples.

### Instructions

***Step 1.*** Set moving object: Select an object (image, frame, text, or a group object) to set as moving object then tick moving object.

Tips: Multiple objects can be selected at the same time with Checkbox to turn them into moving objects.

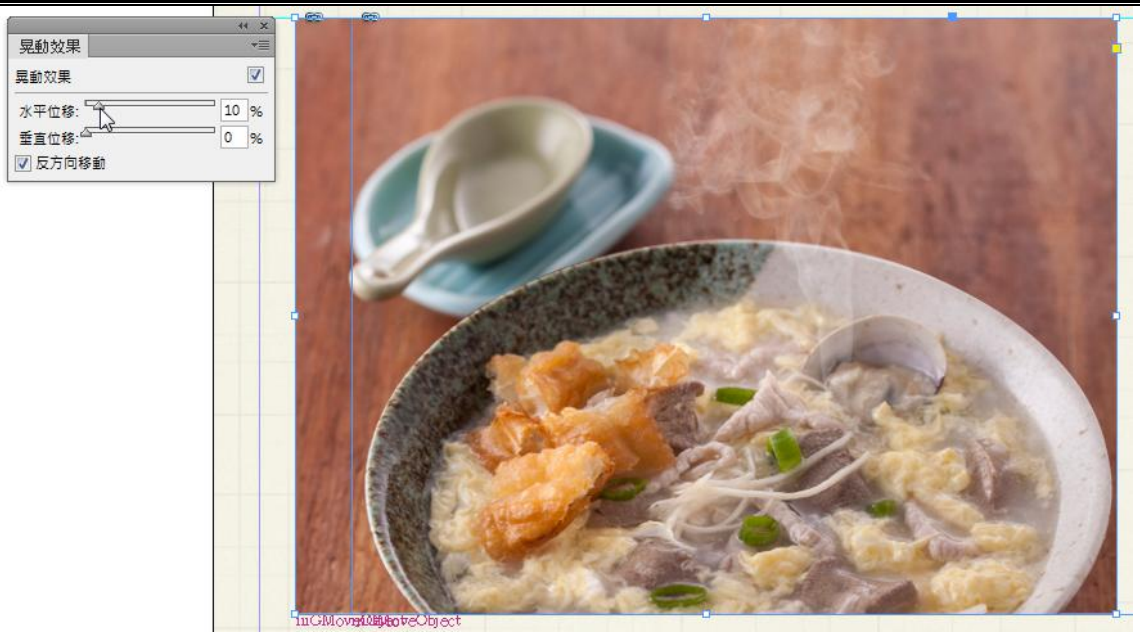



***Step 2.*** Moving Object Settings: Once the moving object has been set then the "iiiMoveObject" tag will appear in the object's lower left. The vertical and horizontal displacement can also be adjusted. Finally, decide whether the object should move in the opposite direction.

Tips：

1.How much objects move depends on the vertical and horizontal displacement value set and is centered on the middle of the iPad screen. For example, if the object tilts the iPad "to the right", Moving Object will slide "to the right" as well.

2.Checking the Reverse Displacement box means that when the user tilts the iPad "to the right", Moving Object will slide "to the left" instead.




## 2. Scrollable

▲Scroll pictures

▲Scroll words

▲ Scroll grouped objects

- Scrollable allows more of the content to be viewed. Scrollable can appear in three forms: Scroll single image, scroll text and scroll grouped objects.
- Horizontal large pictures and long content or hidden remark can be viewed by methods of scroll grouped objects and not be limited by the screen size

## Instructions

### Scroll Single Image

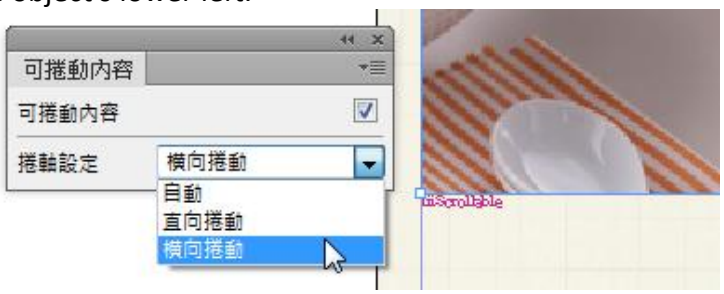
***Step 1.*** Insert the image to scroll (shortcut: Ctrl + D)

***Step 2.*** Adjust the blue object frame and define the image's viewable area.

Tip: Only rectangular object frames are supported

***Step 3.*** Double-tap the picture and the hand tool appears. The location of the image within the viewable area can then be adjusted. (This is the state seen by the user when the page is first loaded)

***Step 4.*** Set as scrollable object: Select blue object frame, tick scrollable and the "iiiScrollable" tag will appear in the object's lower left.




***Step 5.*** Set scroll method: Available scroll methods are Auto, Vertical Scrolling and Horizontal Scrolling.

Tips: 1) Once Scrollable's settings have been set, a double-ended arrow graphic should be placed in an appropriate location (e.g., this example scrolls horizontally so a left and right double-ended arrow can be added below the image) to show the user that this object is scrollable.

2) To avoid mis-calculation, please do not set the picture and object frame scrollable

3) When export when the picture frame and the original picture size it's the same, it will export the original picture

4) If scroll setting is auto then the program will automatically decide to scroll horizontally, vertically or both

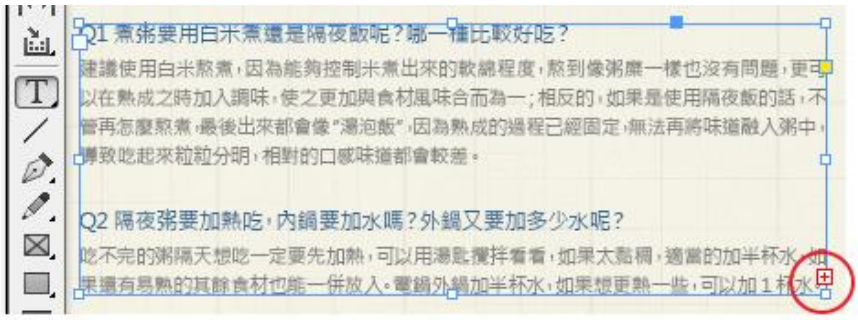
圖的高度大於框的高度，
圖的寬度小於框的寬度，
會偵測成為直向捲動。

圖的寬度大於框的寬度，
圖的高度小於框的高度，
會偵測成為橫向捲動。

圖的寬度大於框的寬度，
圖的高度大於框的高度，
會偵測成為任意捲動。

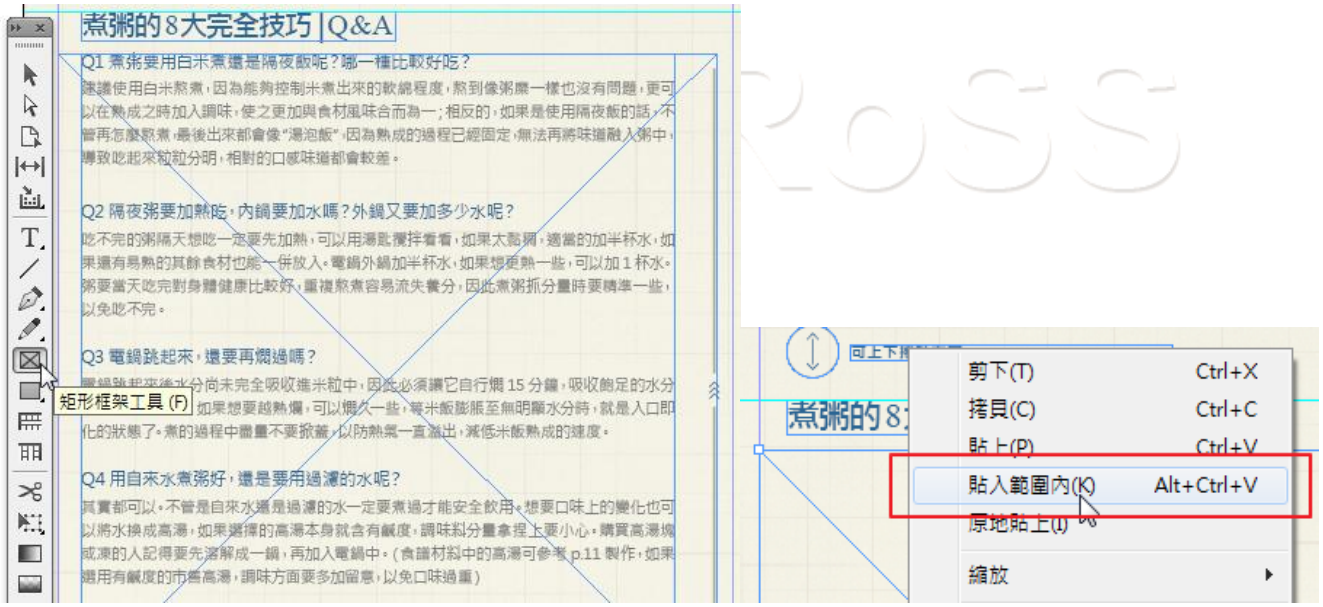
## Scrollable Text

***Step 1.*** Select Text tool ＞ Create a text box of suitable size ＞ Paste text into the text box.




Tips: Text must all fall fully within the text box. The + symbol for additional text must not appear (see left).

***Step 2.*** Click on the rectangular frame tool > Create an object frame of suitable size (the viewable area when page is first loaded on the iPad) > Cut the text created in Step 1 > Select object frame > Right click then select paste.



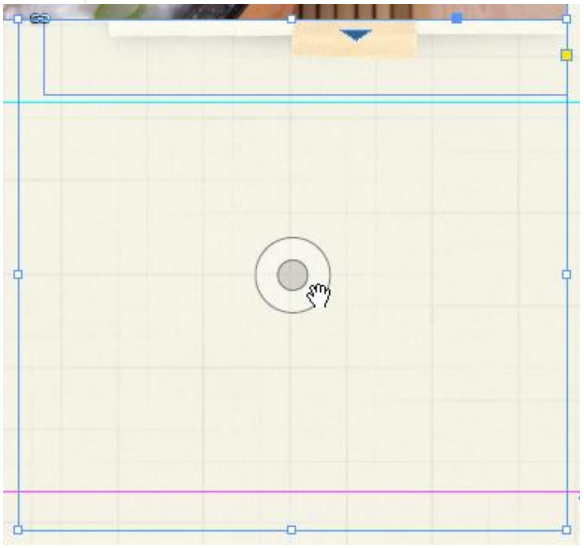
***Step 3.*** Open the Scrollable panel > Select object frame with text pasted > Tick the Scrollable checkbox > Set the scrolling direction to vertical scroll > Once the object has been successfully set up then the tag "iiiScrollable" will appear in its lower left corner.

## Scrollable Group Object

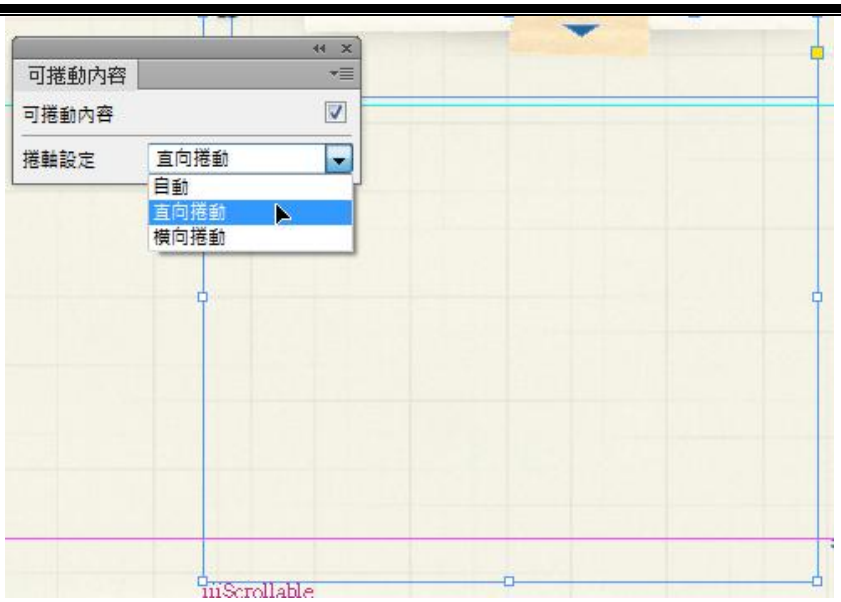
***Step 1.*** Insert the required graphics and text > Set "Group" to Scrollable (grouped objects will have a dashed outline).

***Step 2.*** Select the Rectangle Frame tool > Create an object frame of suitable size > Create an object frame of suitable size (the viewable area when page is first loaded on the iPad) > Cut the group object created in Step 1 > Select object frame > Right click then select paste.

***Step 3.*** Move the cursor to middle of the object frame which show both the circle icon and hand cursor, one can move the grouped objects in the middle of the frame

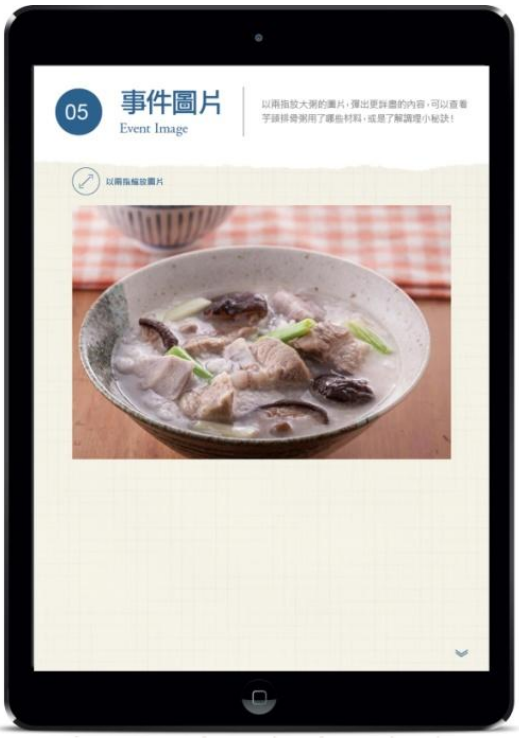


***Step 4.*** Open Scrollable panel > Select the object frame of the pasted group > Tick the Scrollable checkbox > Set the scrolling direction to vertical scroll > Once the object has been successfully set up then the tag "iiiScrollable" will appear in its lower left corner.




AppCRoSS

# 3. Event Image




▲Use 2 fingers to enlarge picture

▲After enlarge the picture will pop-up to full page

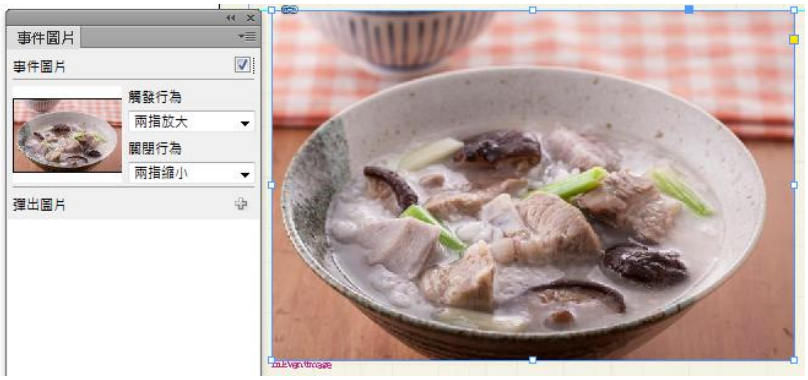
• Use two-finger zoom on the picture. Can be used to pop up another image to provide more information. Use to two-finger pinch to close the pop-up image.

## Instructions

***Step 1.***

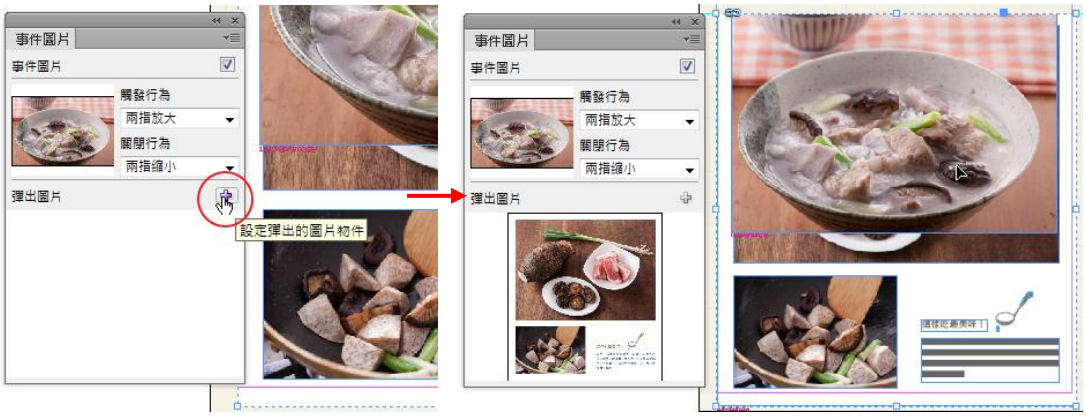
Insert image (event image): Select [File > Insert] > select any supported image or use the [Select] tool to choose any non-dynamic individual or group object.

***Step 2.*** Select object ＞Tick the selection frame in the "Event Image" setup area to convert object.



***Step 3*** Setup pop-up picture: once set up, the "EIpopImage" will appear in the lower left of the object. The pop-up image object's thumbnail is then shown on screen.

Tips: Double click on the group object to move the object. During preview, using two-finger zoom on an event image will cause another image to pop-up. Both images will then appear simultaneously on screen.




AppCross

# 4. Interactive Button

▲Grouped interactive button

▲Non-grouped interactive button

- Grouped interactive button under the same screen, press one time will only show one pop picture
- Non-grouped interactive button, all pop up picture will stay and show in screen
- Select Interactive Button brings up a pop-up window that provides more product information.
- When there are multiple interactive buttons in the same screen, only one button can trigger a pop-up image at any time.

## Instructions

***Step 1*** First place four types of different objects on the drawing board. (The objects can be text, images, object frames or group objects):
1. Interactive buttons 2. Object to click on to start 3. Object after clicking on finish. 4. Object with pop-up window.
Tips: Interactive buttons have three states: 1. Static button shown when page is loaded. 2. Button being clicked on. 3. Button after clicking (pop-up object immediately after clicking).

***Step 2*** Set object : Select object to become a interactive button (1) and tick select (2). The "iiiInteractive Button" tag will appear below the object to indicate the action was successful.

***Step 3.*** Set button appearance and pop-up: Select a interactive button (1) then click on the object to serve as the exterior and the object to reveal in pop-up (2). Click on the + button (3) to add the object to the panel, and so on.

Tips: If the button object at start and end of click is not the same size as the static button, the preview will resize the button (non-proportionally) based on the size of the static button frame.

***Step 4.*** Move to pop-up image location: Double-tap group change its location.

Tips: A "Close" icon must be added to the pop-up window as a guide for user action.

***Step 5.*** Repeat Step 1~3 to group all interactive buttons. Select all buttons and group.

***Step 6.*** Check on interactive buttons: after setting you can view all of the grouped interactive buttons. If you wish to remove pleas press the "-" sign

***Step 7.*** Preset function is already clicked: when interactive button function is grouped you can select from the menu that one of the button should appeared in already clicked status.

Note：v1.14.0918 Pluginhas updated the preset funtion is already clicked

Button list order of appearance is same as in the pull down menu order

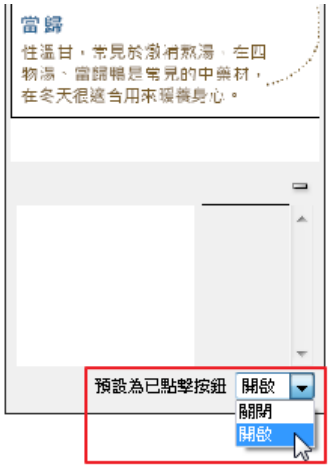
## Pages with multiple buttons

***Step 1.*** Insert background picture from file and put up the pop-up message

***Step 2.*** Please use the (F) tool to set the frame to become the touch area of the button

***Step 3.*** After setting interactive button: select the open frame and select to be interactive button, and after select the pop-up message to complete the interactive button process

***Step 4.*** After setting interactive button: select the open frame and select to be interactive button, and after select the pop-up message to complete the interactive button process




## 5. Link Button

- Link Button can be set to jump to a page set by the e-book, an exported e-book page, an external hyperlink or a local webpage.
- **Jump to page:** Can be set to jump to a page in the same indd file.
- **Jump to external page:** Can be set to jump to any page in an App ZIP file exported by AppCross.
- **Jump to webpage:** Can be set to jump to an external webpage or a local page. If the link points to this server, the folder where the local page is located will be bundled with the App ZIP file during exporting.
- Supports syntax for send to e-mail address (Mailto:), dial number (Tel:) and dial mobile phone number (phoneto:). The Tel: and Phoneto: functions are only supported on mobile phones.

## Instructions

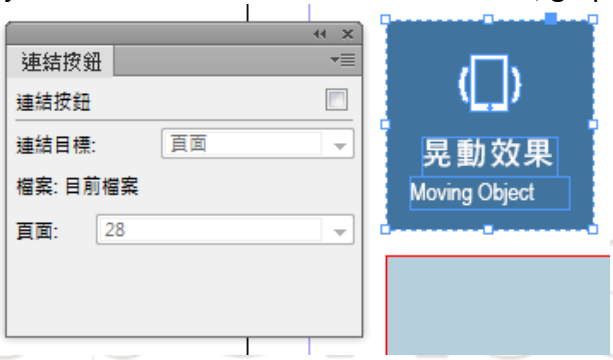
### Jump to page

***Step 1 Insert im***age: Object to turn into a link button can be text, graphics or grouped objects.

***Step 2. Set object:*** Select object then tick to select the link button. Once set up is successful the "iiiLink Button" tag will appear in the lower left and set to "Jump as page". "Object teleportation" will change to "Jump to page" and the pull-down menu can be used to select the page to jump to.

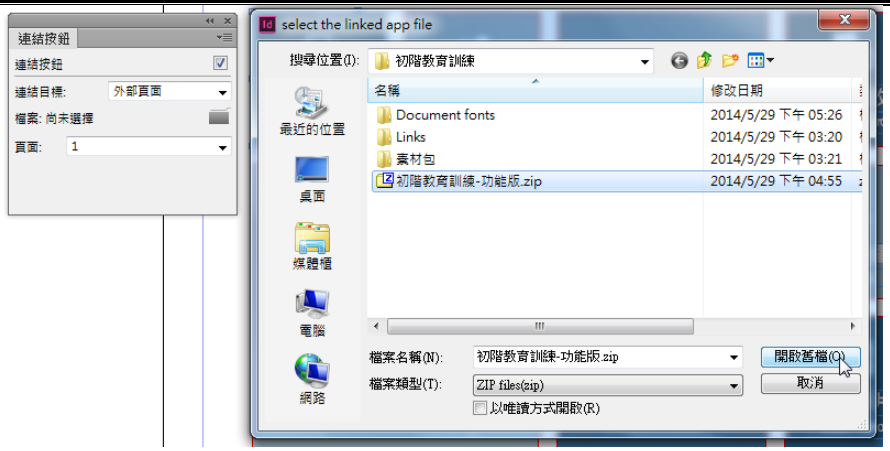
## Jump to external page

***Step 1. Insert image:*** Object to turn into a ***link*** button can be text, graphics or grouped objects.




***Step 2.*** Set object: Select object then check the Link button. If link button is successful then "iiiLink Button" will appear in the lower left of the object. Now set the link target to "Jump to external page". The select file window will now appear. Select the App ZIP file containing the page to jump to and the panel will show the selected file name as well as the page content. Now simply select the external page to jump to from the pull-down menu.

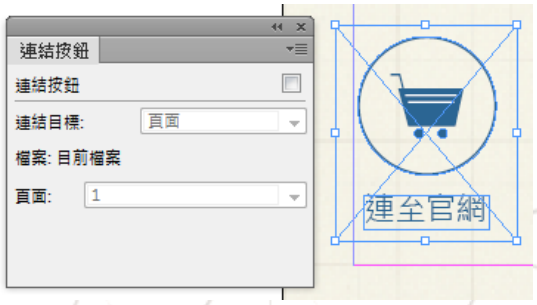
Tips: The exported App ZIP file should be uploaded as well when uploading to the platform in order for Jump to Page to work.




## Webpage

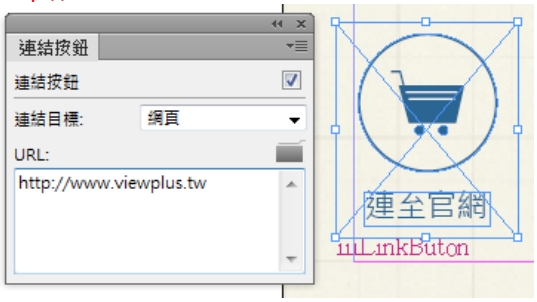
***Step 1*** Insert image: Object to turn into a link button can be text, graphics or grouped objects.

Tips: please use the tool to set the appropriate touch area




***Step 2.*** Set object: Select object then check the Link button. If link button is successful then "iiiLink Button" will appear in the lower left of the object. Set connection target to webpage then fill out the correct address in the city.

Tips: The URL must include http://




## Local page (This function is not shown in the AppCross Studio App)

***Step 1.*** Insert image: Object to turn into a link button can be text, graphics or grouped objects.

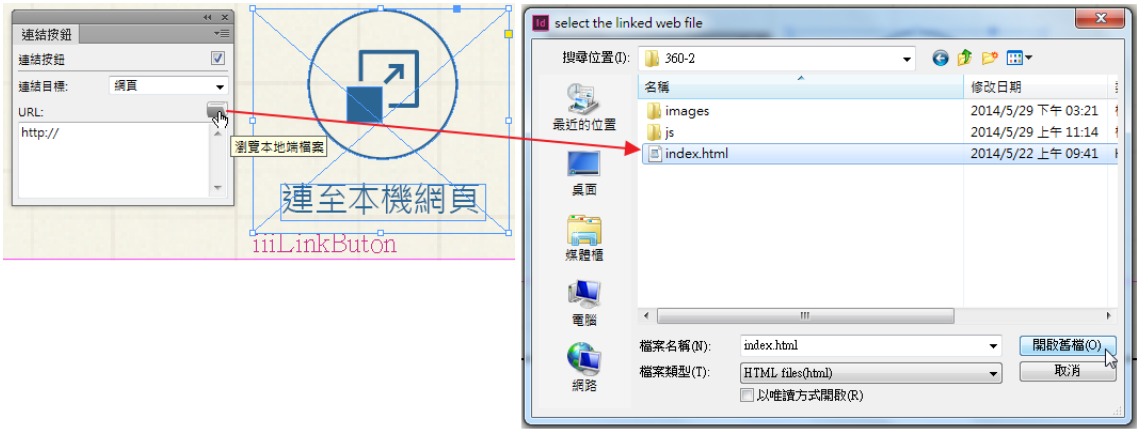
***Step 2.*** Set object:

1.Select object then tick the Link button. If successfully set then "iiiLink Button" will appear in the lower left of the object. Set connection target to "webpage".

2.Select Browse > Select HTML webpage > Click and open old file.

Tips:

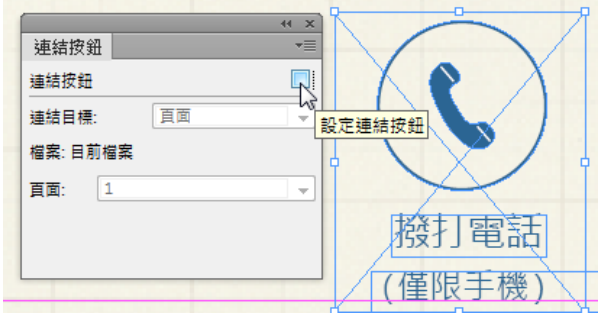
Place the HTML webpage and related elements into the same folder and define a starting page (e.g. index.html)




***Step 3.*** Once link has been set then the correct path will appear on the button panel.

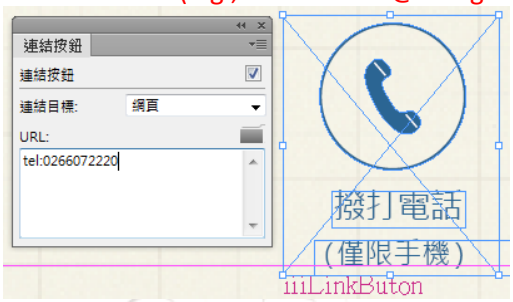
## ■ Telephone, mobile phone and send e-mail

***Step 1.*** Insert object: Place the object to turn into a Link Button. This can be an image, text or group object.



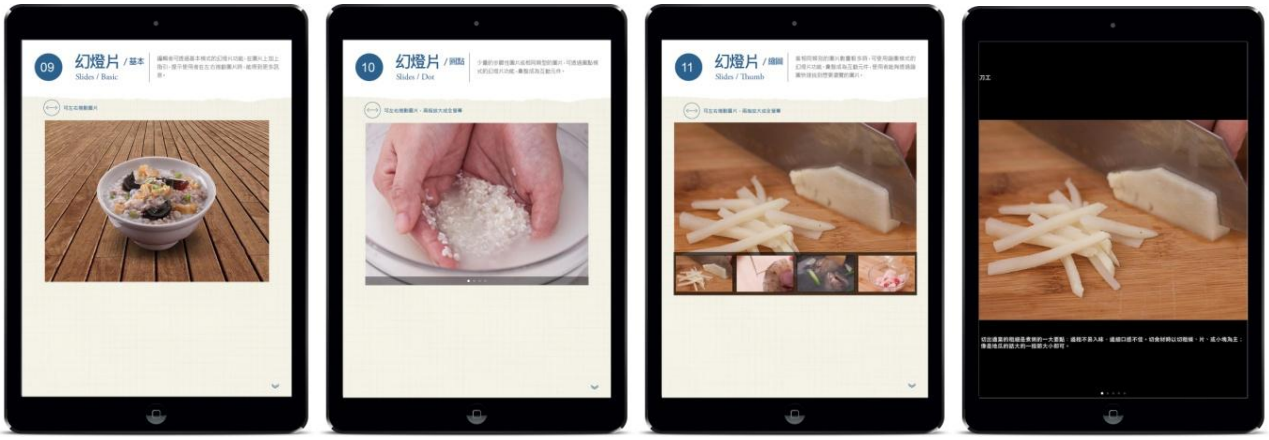

***Step 2.*** Select object and check the Link Button. If successfully set, then "iiiLink Button" tag will appear in the lower left. Set the link target to "Webpage" and enter the correct syntax into the field.

Tip: To call a landline number, use tel: number. (e.g., tel:026607XXXX)
To call a mobile phone, use phoneto: number. (e.g., phoneto:0932164XXX)
To send an e-mail, use mailto:email (e.g., mailto:ideas@iii.org.tw)




AppCross

# 6. Slides



▲Basic ▲Dot ▲Thumbnail ▲Two finger pull to full screen

- Editor can use the basic slides function and add content explanation so when the reader use slides they can get more information about the picture
- By-step pictures or similar pictures, one can use the dot function to make it like it's in a sequence
- Larger numbers of by-step or pictures, one an use the thumbnail function so user will be able to use thumbnail to quickly find the one they want

## Instructions

***Step 1.*** Insert image: Insert the images or grouped objects to set as slideshow.

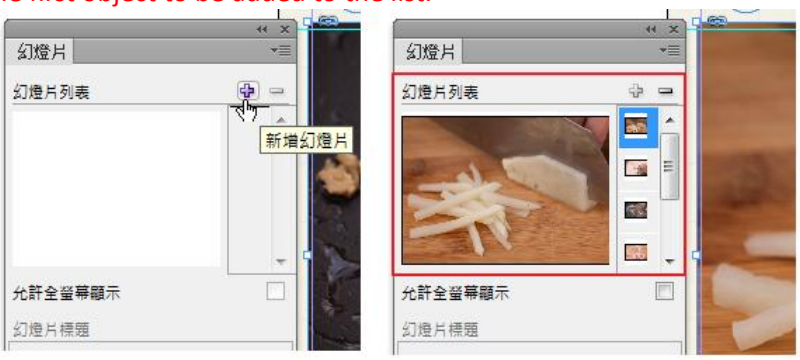
Tips:

1. Objects that can be added to slides include image files, group objects, local video, and YouTube videos with Insert Video plug-ins effect. Different object types can exist together in a slide.
2. The frame of the slides can have an irregular shape.

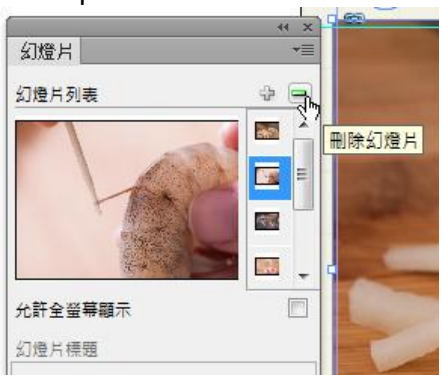
***Step 2.*** Set as slide object: Select object > Select + symbol again > Setup successful when "iiiSlideObject" appears in lower left of object.

Tips:

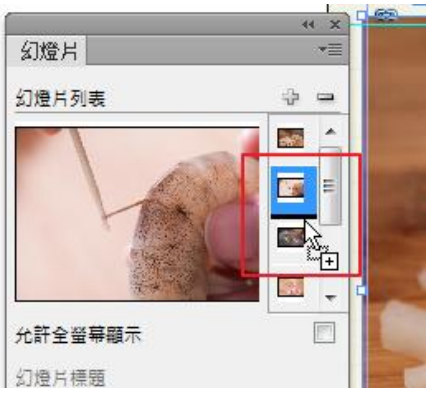
1. Select all objects then click on + button to add all objects to the slide play list. They will then be played based on the order of insertion.
2. When the inserted images or objects have different sizes, all objects will be resized based on the frame of the first object to be added to the list.



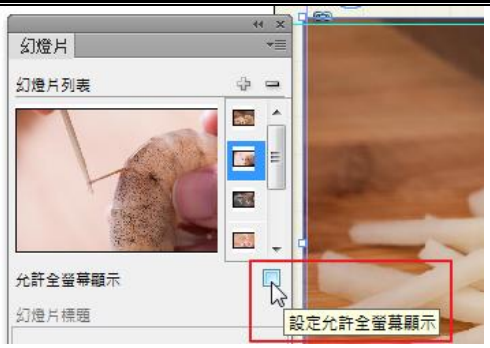

***Step 3.*** Delete a slide: select the slide and press "-" minu button to delet the slides.



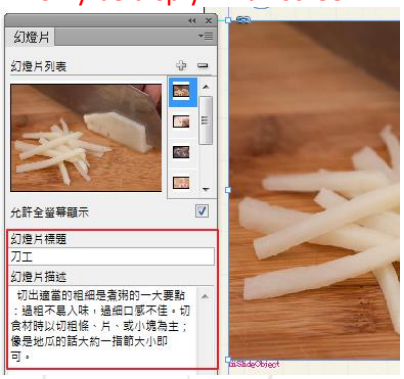

***Step 4.*** Change slides order of appearances: you can pull up or down on the thumbnails to change the order of appearance of the slides



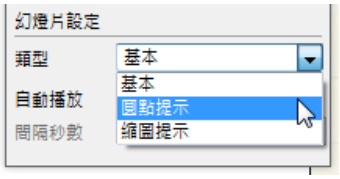

***Step 5.*** Set slide to full screen display: you can select to show in slide in full display mode



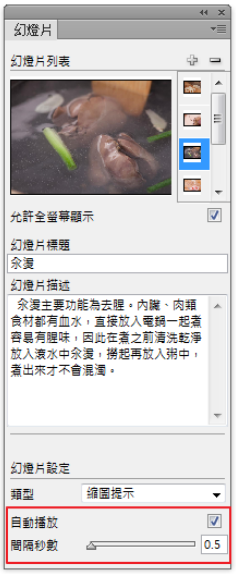

***Step 6.*** Set slide title and description: select the slide in the menu
Tips: slide's title and description will only be disply in full screen




***Step 7.*** Set up slide type: in the pull down menu you can select basic, dot or thumbnail display for slide
.




***Step 8.*** Setup auto play by adding object into the slide list and select autoplay and the play time
Tips: v1.14.0917 plugin has added the autoplay function




# 7. Appearance Order

▲General

▲Pop-up

•Create a frame by frame appearance order by playing images in sequence.
•Add a start button to start the appearance order sequence to attract viewer's eye

## Instructions

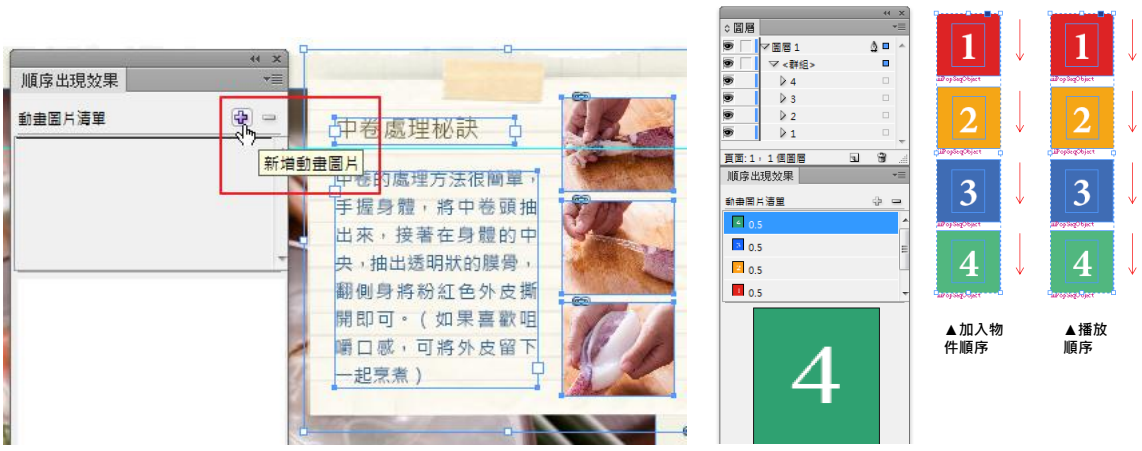
***Step 1.*** Insert and adjust objects: Insert the images, text, individual objects or group objects to

appear in an appearance order in order then adjust the location where the event objects will appear.

***Step 2*** Set appearance order images: Select the images to display in an appearance order based on the order of playback. Click on the + button of the appearance order image list and added objects will appear on screen. The playback time in seconds can also be played. Once successful, "iiiPopSeqObject" will appear in the lower left of the object.

Images added first will appear at the bottom of the appearance order image list and have the same sequence as the graphical panel. In the App, images added first will appear first.

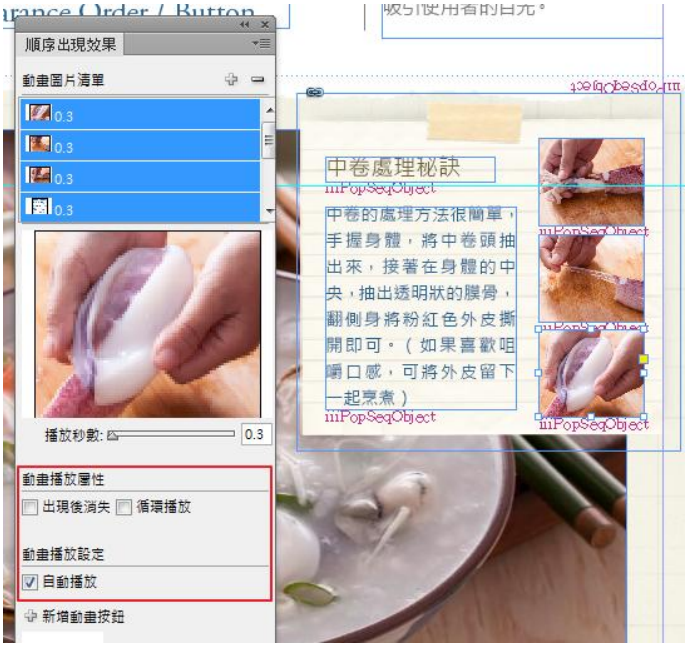
Tips: Multiple objects can be selected before pressing the + button for Appearance Order. The objects will then be added based on the order of insertion or creation.



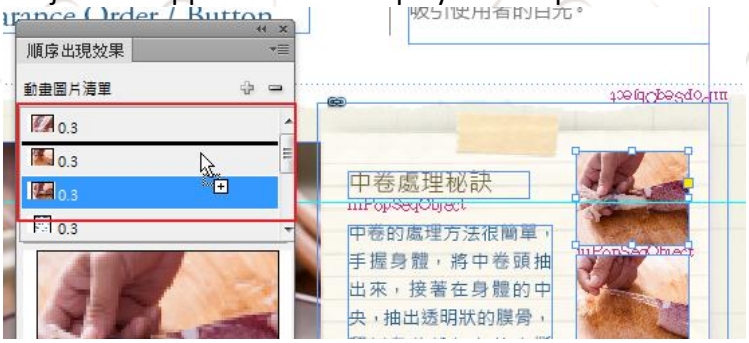

***Step 3*** Set appearance order duration: The amount of time that selected appearance orders appear on the panel can be adjusted by sliding or entering a number manually.

Tips: Use Shift to select multiple appearance order images from the appearance order list to set the playback duration for multiple appearance orders at the same time.

***Step 4.*** Set appearance order playback attributes: The appearance order can be set to disappear after play or cycled playback. Appearance order can be set to auto-playback or controlled via a button.




***Step 5.*** Adjust playback sequence: The order of appearance order layers can be dragged from the layer panel to adjust the appearance order playback sequence.

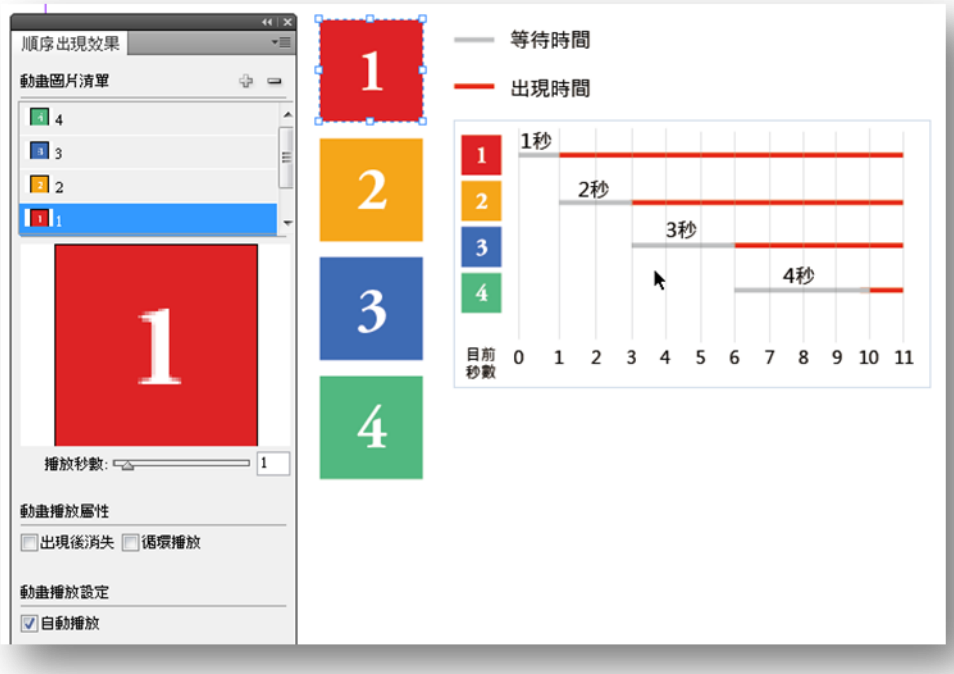



***Step6.*** Add button: after finish the appearance order setting please select all and put & select the button (to start the appearance order)

## Animation Setting

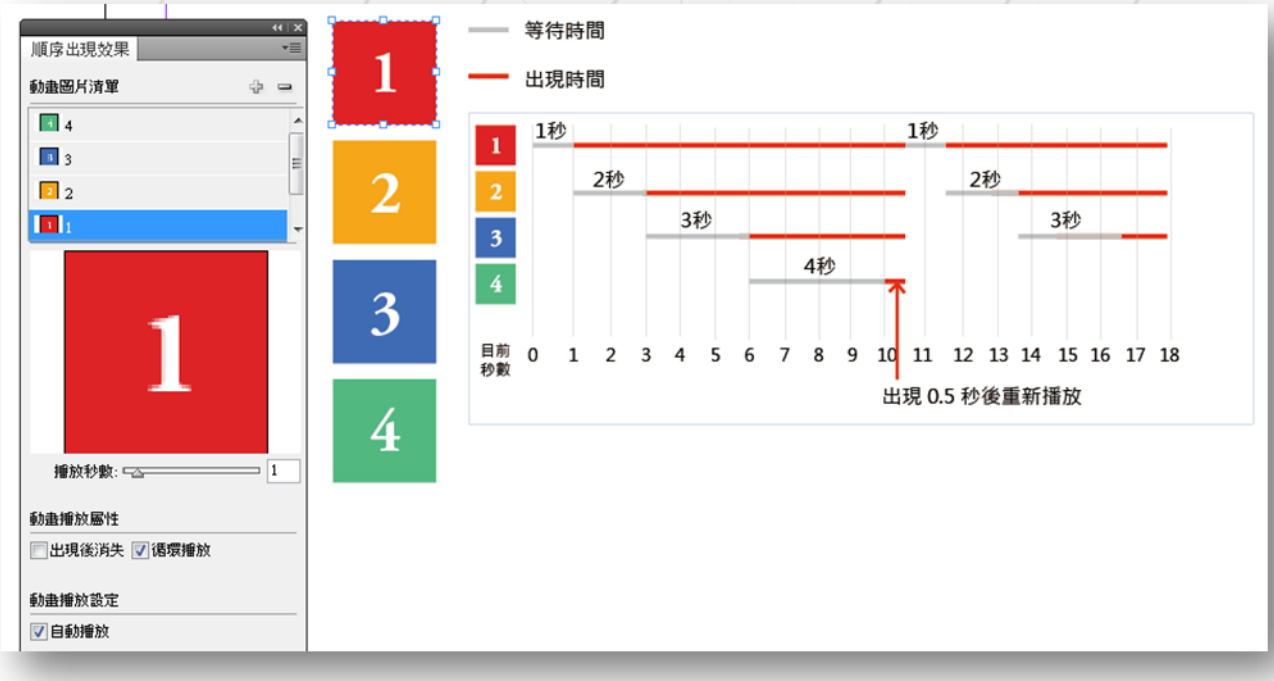
Playback time and appearance time is measured by seconds, and there four type of 播放 combinations：

1. Continuous Appearance + Auto Play

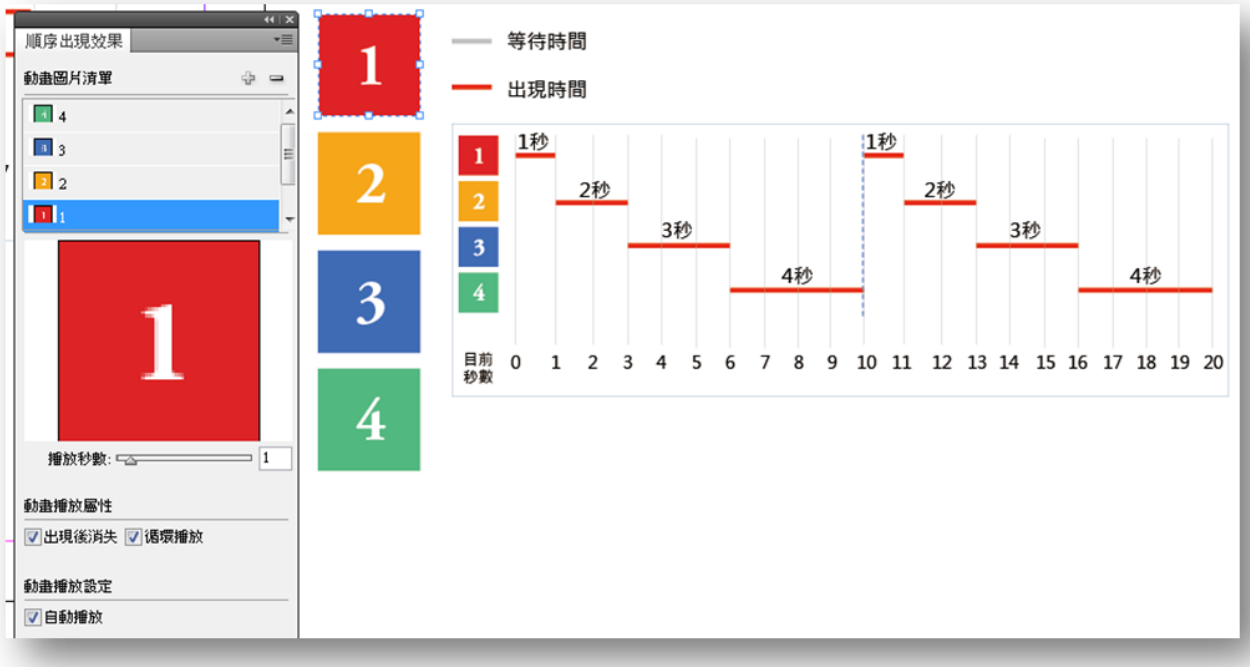


2. Sequential Appearance + Auto Play

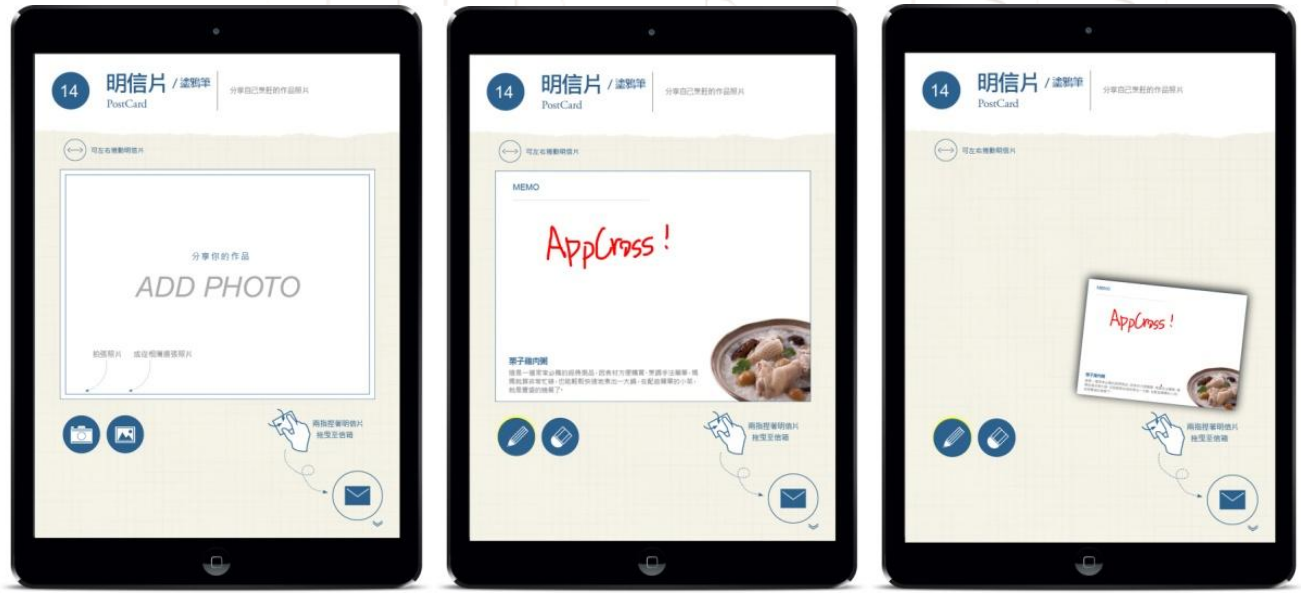
3. Continuous Appearance + Auto Play+ Sequential Playback




4. Sequential Appearance + Auto Play+ Sequential Playback




## 8. Postcard




▲Front ▲Back ▲Use two fingers to drop & send

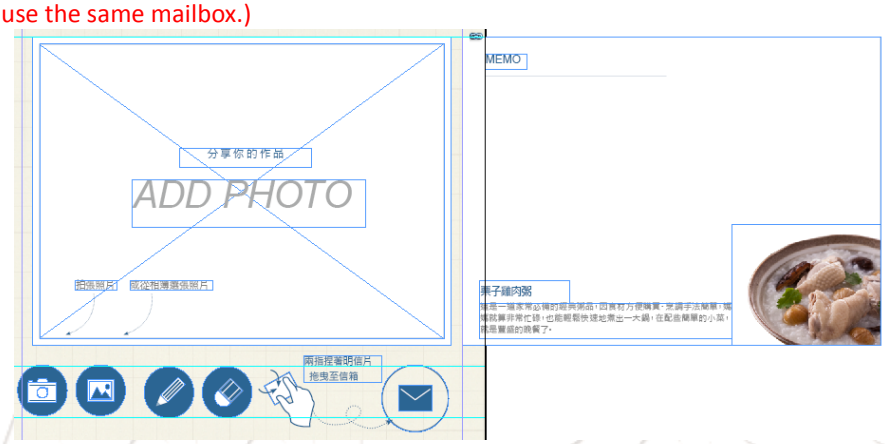
- Photos selected from the album or taken by a camera can be turned into postcard covers. Well wishes can also be written on the reverse side. Pinch the image and drag it to the mailbox to send a postcard.
- Flip the image left and right to receive more product information. Use two-finger pinch to drag the image to the mailbox and send out product information.

## Instructions

***Step 1*** Insert object: Insert object to use as postcard (supportable image formats, individual or team objects) Postcard/ Postcard instructions / Album icon / Camera icon / Mail icon / Graffiti pen, eraser or text area.

Tips: The following actions can be performed in Postcard preview mode:

1. Take snapshot or select photo from album. (Can be a single or no selection at all to simply send out an image.)
2. Use the slide left and right gesture to flip the postcard over.
3. Doodle or keyboard entry can be used on the reverse side of the postcard. (Only one mode can be used.)
4. Pinch the postcard and drag to mailbox to send. (When there are multiple postcard objects on the screen, all can use the same mailbox.)



***Step 2.*** Set postcard object: First, select the object to use as the basic background of the post card. Click on the + button in turn to add other objects.

Tips：

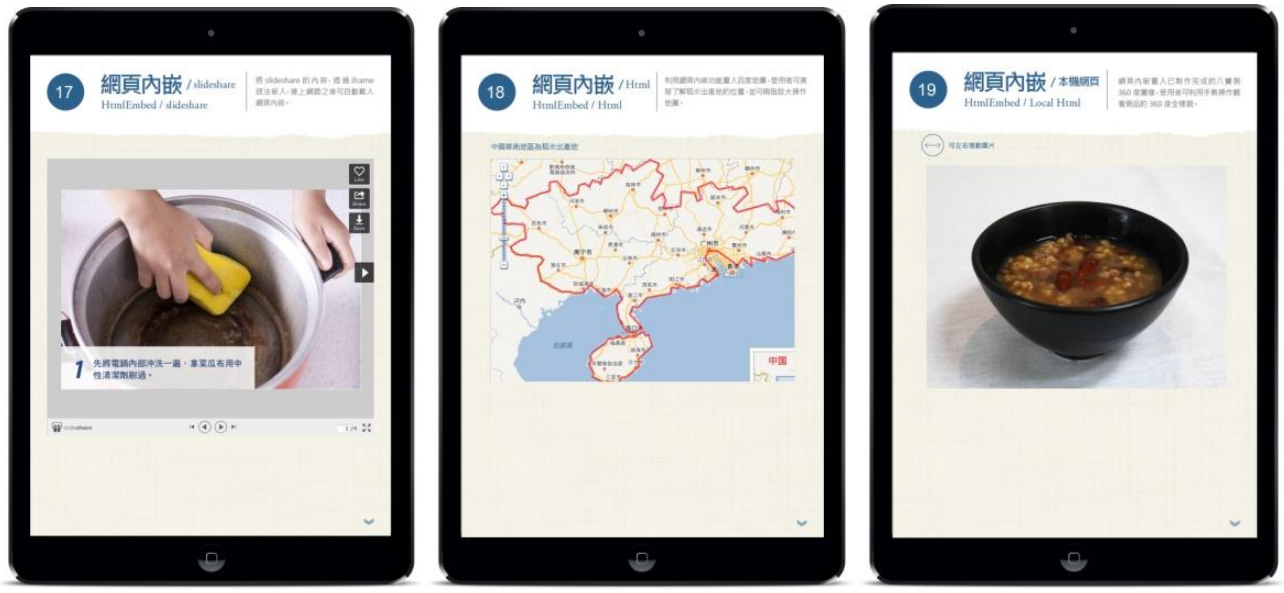
1. Postcard object must be inserted into the drawing board.
2. Postcard's background and instructions must have identically sized objects. (The object can be irregular in shape but the front and reverse must be the same.)

***Step 3.*** If the backside of post card is to be used as tex area then use the text word tool and set the frame

to be used for text

Tip: Graffiti and text inputs are not allowed to exist simultaneously on the postcard.

# 9. Html Embed




▲Insert iframe ▲Insert Html ▲Insert local page

•The HTML Embed function can be divided into "Custom Page" and "Local Page". Custom Page can use iframe syntax to embed links that contain the embed tag. In the example, the embed is a YouTube video. For Local Page a HTML page on the local machine can be chosen as the embedded content.

## Instructions

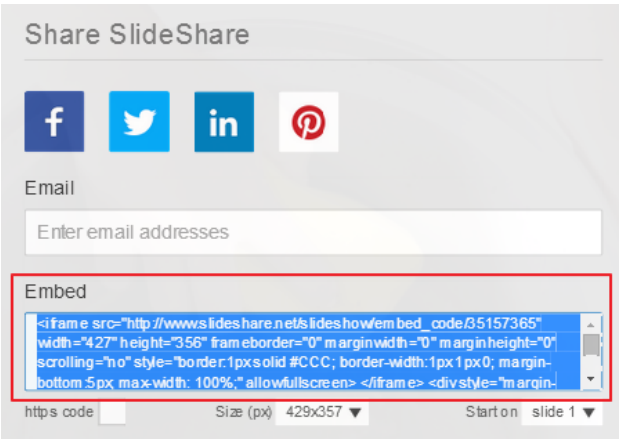
### Custom page

***Step 1.*** Copy the required iframe codes (example of slideshare)

Tips:

1. Users with an understanding of web programming are given priority in this plug-ins.
2. Before inserting a webpage, check that it is compatible with iframe syntax.

▼ Example: Vimeo


Share SlideShare
Email
Enter email addresses
Embed
<iframe src="http://www.slideshare.net/slideshow/embed_code/35157365" width="427" height="356" frameborder="0" marginwidth="0" marginheight="0" scrolling="no" style="border:1px solid #CCC; border-width:1px 1px 0; margin-bottom:5px; max-width: 100%;" allowfullscreen> </iframe> <div style="margin-
https code
Size (px) 429x357
Start on slide 1

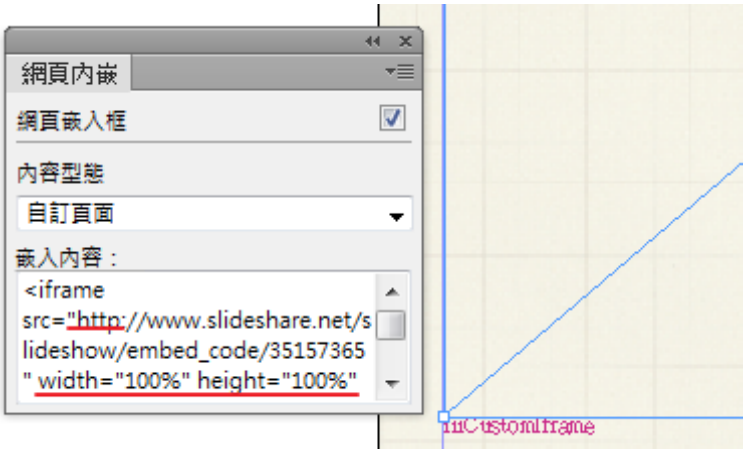
***Step 2.*** Open InDesign and do direct pasting

- In InDesign Cs6.0, the iframe code can be copy and pasted in directly and if the codes is corrected Indesign will automatically display the thumbnails in the object frame
- In InDesign Cs5.5, it will still show the original iframe codes

***Step3.*** Open html embid and select in the step 2 object and select into webpage frame the coding will be automatically added and if all correctly done on the left bottom side will show ”iiiCustomIframe”

Tips：

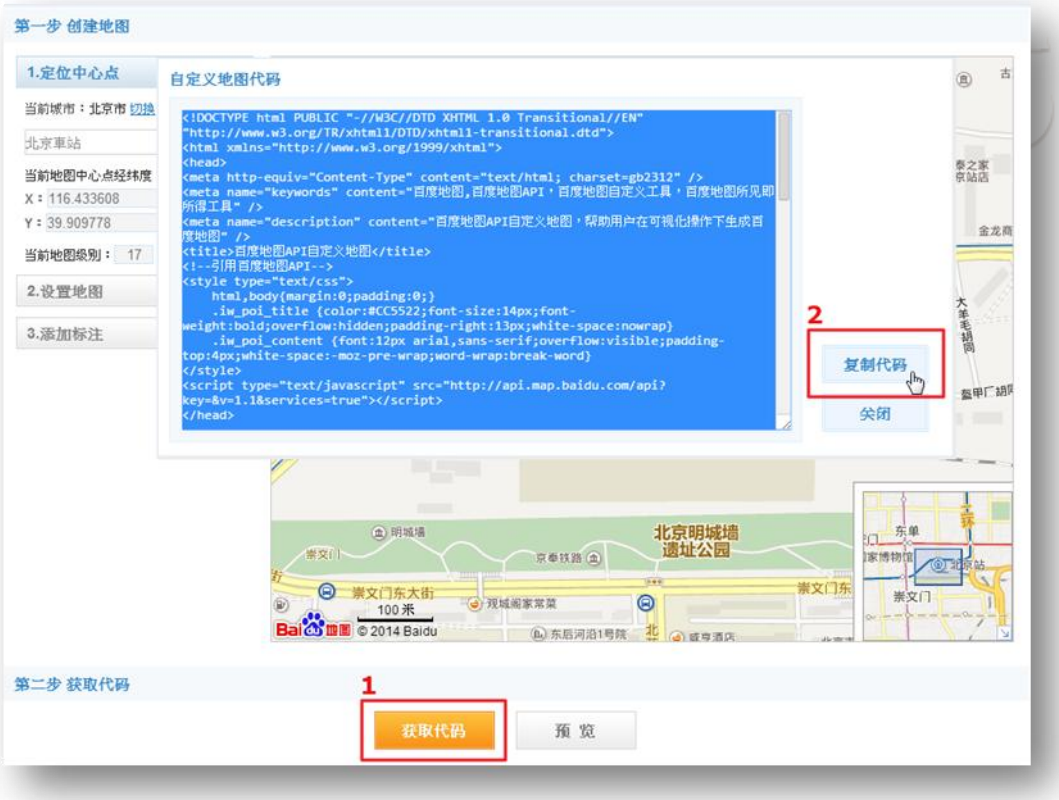
1. Required to set the length and width all into 100% then the iframe material will suit the proportion of the object frame
2. Required to confirm scr= include any website http://。
3. If need to editing iframe codes, please use the panel embed content to review
4. To insert pictures （Ctrl+D）in to object frame when users is with internet connections the photo will load default picture




## Self setting page: example Baido Map

***Step 1.*** Enter to the Baidu API website[http://developer.baidu.com/map/](http://developer.baidu.com/map/) > select"tool"> map generator

***Step 2.*** After selecting the location position point > press to get code (label 1) and in the full window mode of the html > select to copy the code (label 2)。



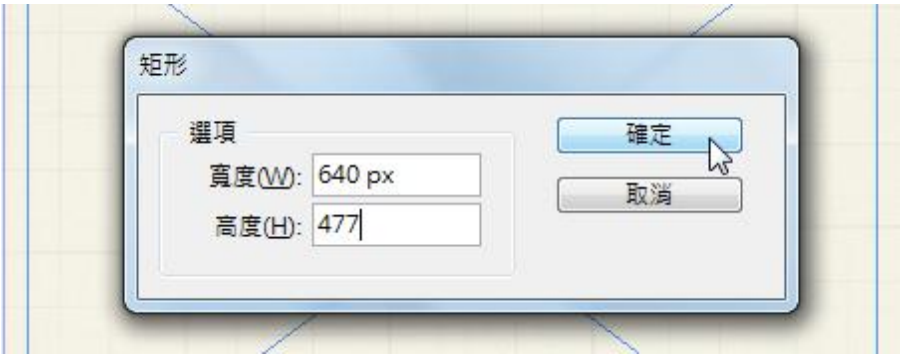
***Step 3.*** Copy the html code and paste into InDesign

***Step 4.*** Open the html embed plugin and paste coding into the iframe content box to become html embed and if it's successful the object frame on the left bottom side will show "iiiCustomIframe"

## Local page

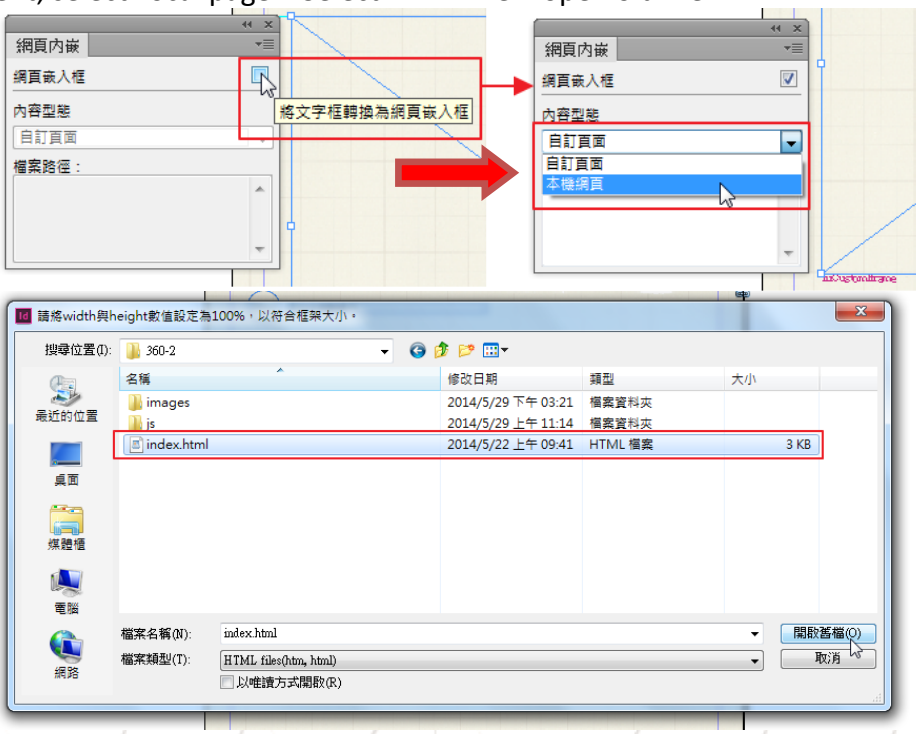
***Step 1.*** Set frame : Select rectangular frame object then set frame size.

Tips: select from the framework then you can call out the frame to set the width and length directly

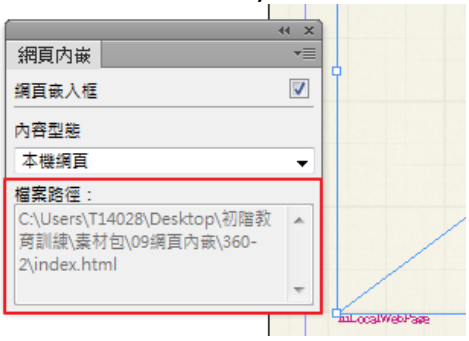


***Step 2 .*** Set object as webpage frame:

1. Select frame > Tick insert webpage into frame.
2. For the content, select Local page > Select HTML file > open old file



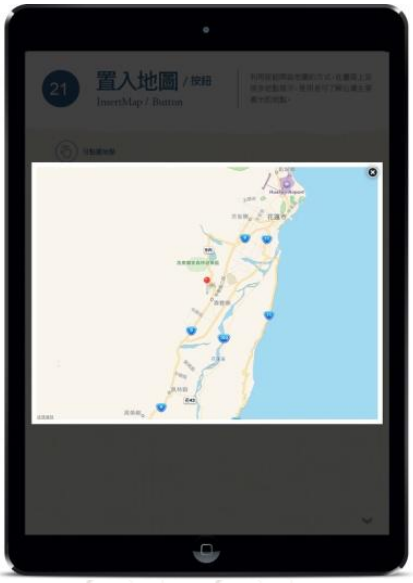

***Step 3 .*** Setup successful: Once the object frame has been successfully crafted, the file path shown on the html embed signboard shows correctly.



# 10.
# Insert Map

▲Map

▲Map button




▲Pop-up Map

AppCross

•Insert google map about the location's exactly address/coordinates/location information for users to find out.

## Instructions

### Show map directly from image

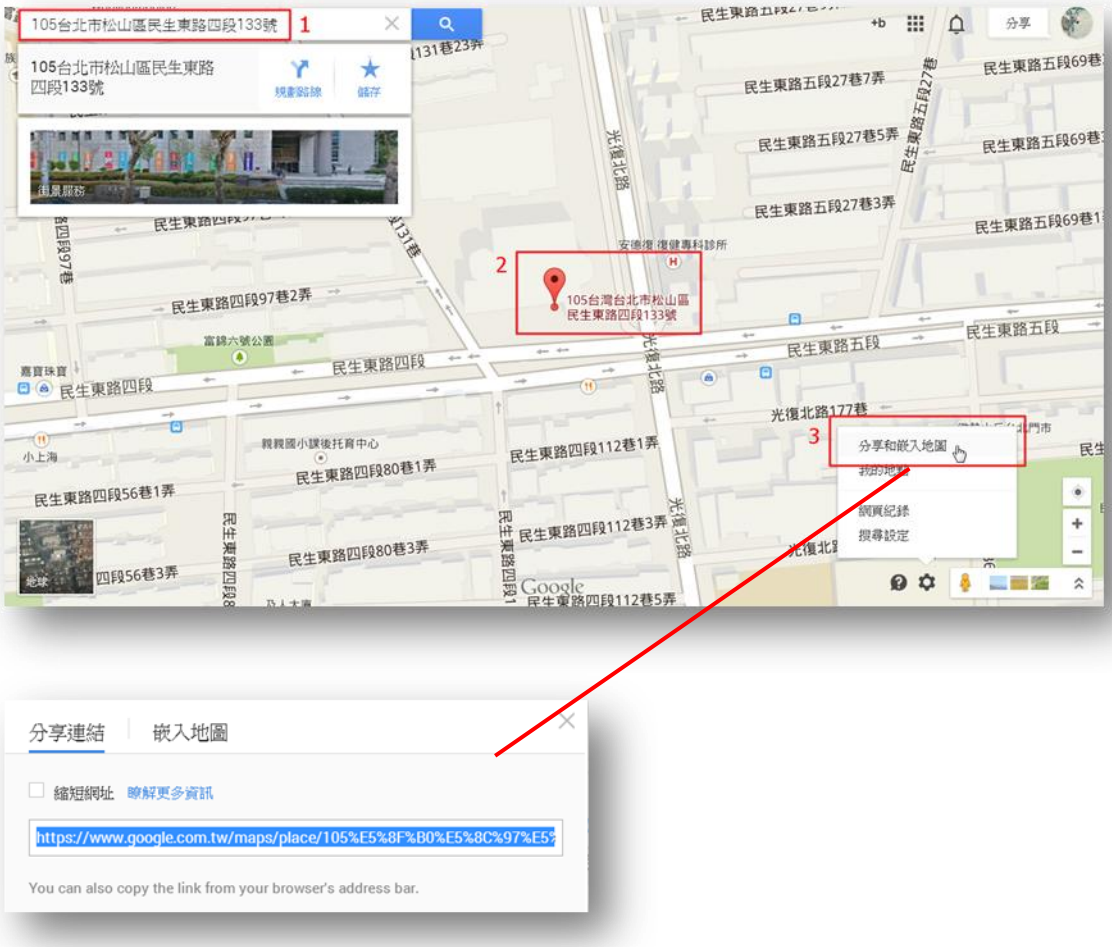
***Step 1.*** Enter map information: At the "Enter location" field on screen, after enter the landmark then select "Submit".

The location field can be used to enter the following content:

■ Detailed addresses such as No. 133, Sec. 4, Minsheng E. Rd., Songshan District, Taipei City

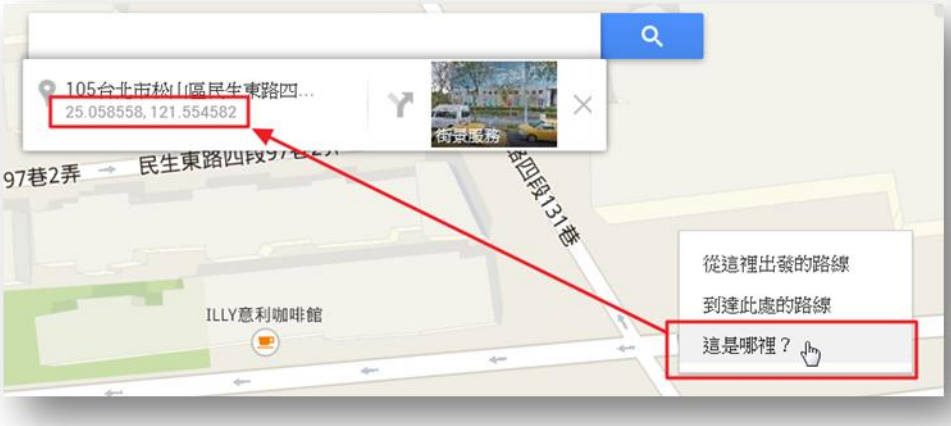
■ Share Google Map Link

After searching on google map on the location and confirming by the red coordination flag please press setting and share and embed the map and copy and share the link



■ Google map coordinates (Accurate position)。

Use the right cursor of the mouse to select the position and where is this to get the coordinates of the location



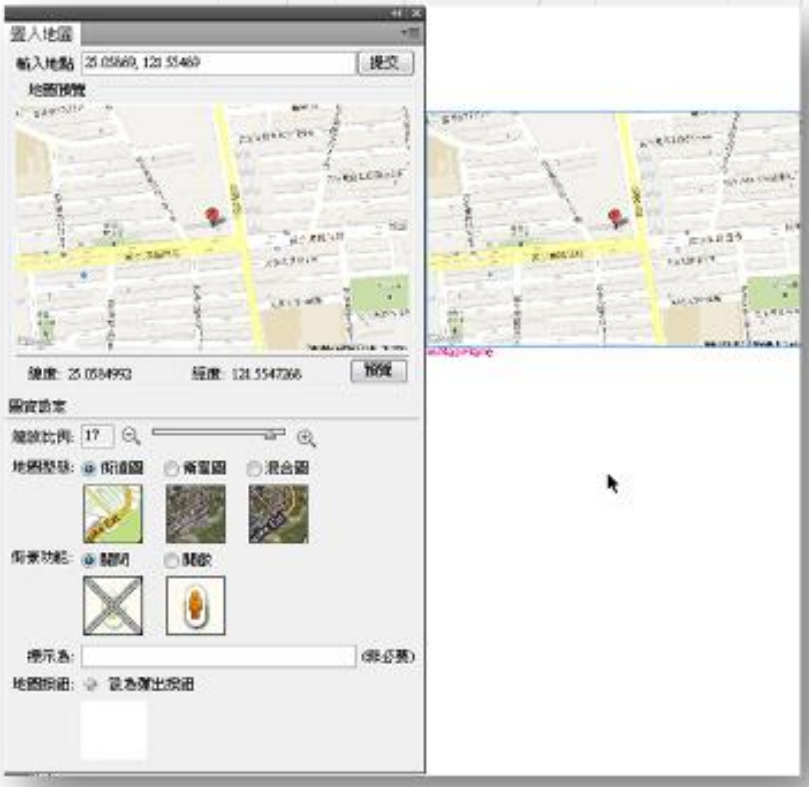

***Step 2.*** Save preview thumbnail: After selecting submit, the save preview window will pop-up. Set the preview thumbnail's storage file path and location.

***Step 3*** Insert map: Once the image has been successfully saved, the screen shows a shrunk-down map (by default the ratio is 1:17), coordinates and other related information. This means "Acquire map information" is now complete. In the "Map Preview" area of the screen select and drag a painting to the drawing board. After adjusting the map object's location and sizes, release the preview map to finish inserting the map.

***Step 4.*** Set map information: he image object with inserted map will show the "iiiMapFrame". The map scale is adjustable. Select the map type: Street/Satellite/Hybrid. Enter the name of landmark to tag.

Tips: Before the map is inserted into an object, the map editor can set the content of the map object.

Streetview function is not available yet.

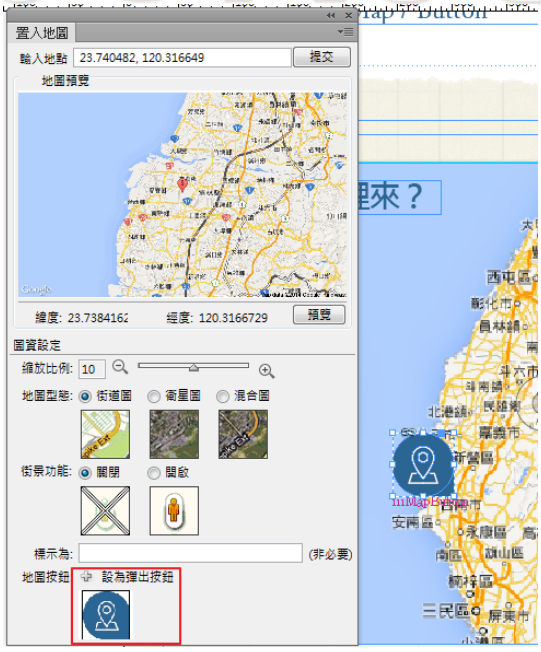


## Press button to bring up map

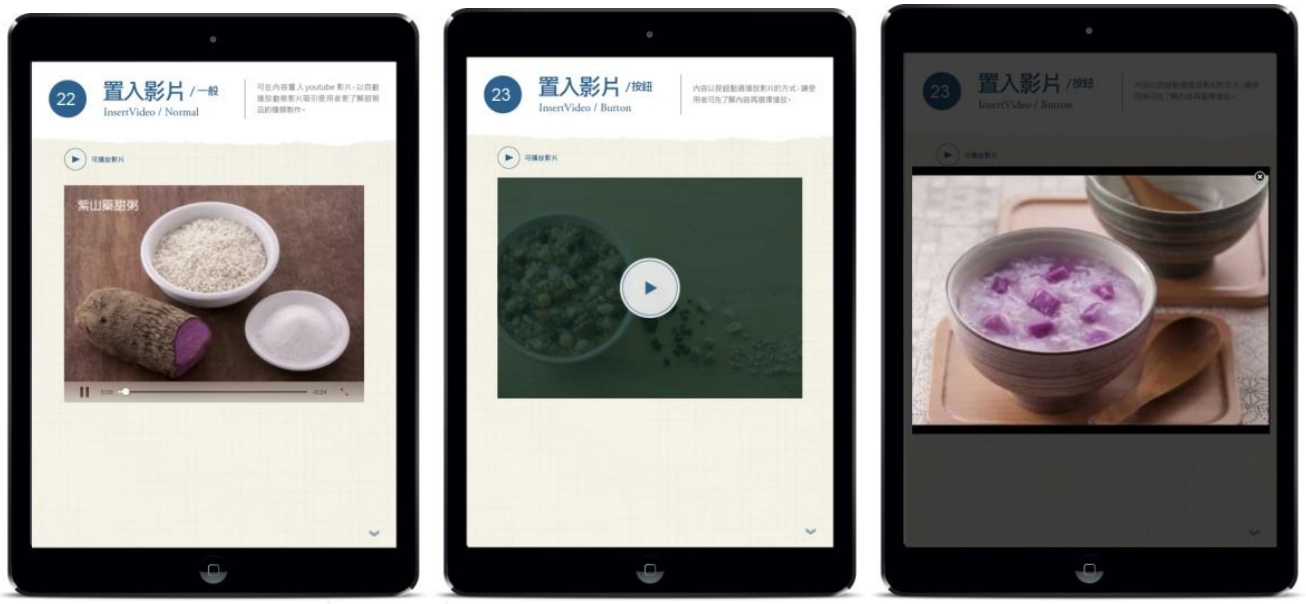
***Step 1.*** Insert map button object: Start by inserting individual objects, images and text or group objects.

***Step 2.*** Enter map information: Open the insert map panel and in the panel's "Enter Location" field. After connecting the address/coordinates/URL address, select "Submit". Once the image has been successfully saved, the screen shows a shrunk-down map (by default the ratio is 1:17), coordinates and other related information.

***Step 5.*** Set map button: Select the inserted button object and then select the + pop-up button in the
panel. Once set, the "iiiMapButton" tag appears in the lower left of the object.



# 11.
# Insert Video




▲Movie ▲Movie button ▲ Pop-up movie

•The Insert Video function allows the insertion of YouTube videos and it can also be used with Slides.
•You can put a button function then user will be able to ready the content after press button to play video

## Instructions

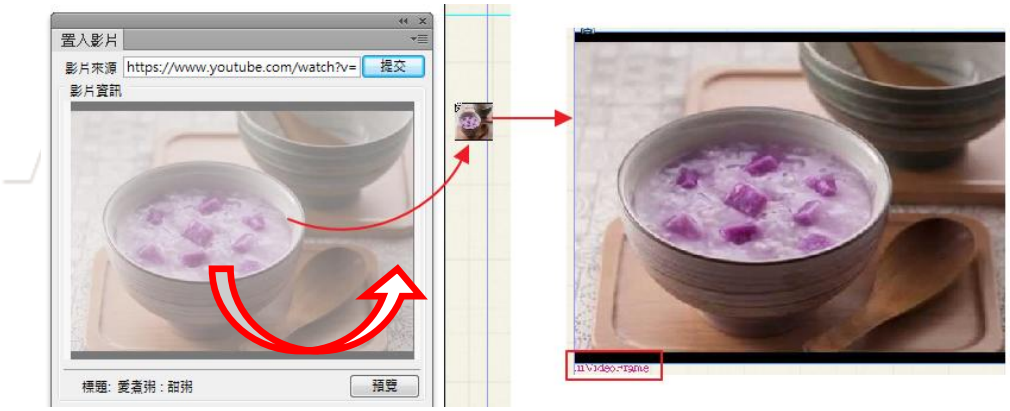
### ■ Movie

***Step 1.*** Get video information: At the panel's "Video source" field, enter the video URL then press the "Submit" button.
The video source can use the following legal URL:
■YouTubeURL: https://www.YouTube.com/watch?v=yrJqyVsLIcw
■YouTube sharing links, e.g.: http://youtu.be/yrJqyVsLIcw

***Step 2*** Save preview: Set the preview thumbnail's storage file name and file path (default file name is the video ID). Once saved, the panel will show that video's screen captures, titles and

other information.

***Step 3.*** Insert video: Once "get video information" has been completed, select and drag maps into the document from the "video information" area of the panel. Click and drag to adjust the video object's location and size then release the preview to finish inserting the video. The tag "iiiVideoFrame" will appear in the lower left of the inserted video.




***Step 4.*** Set video information include:

**[Playback time]:** Set the video start and end

**[Playback settings]:** Auto play, repeating play

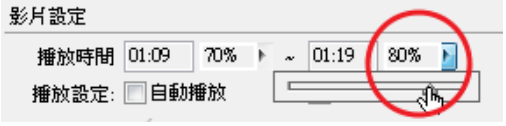
**[Interface settings]:**

1. Change preview
2. Show video information or not
3. Show playback control bar or not

**[Play button]:** The Play button has two modes.

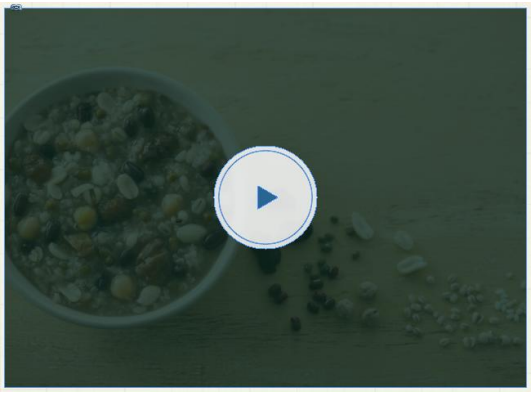
1. Click on the button to start playing the video on screen.
2. Click on the button to open a video pop-up. The pop-up video can be centered or full-screen.

Tips: if you wish to adjust play time of video, please use & set the % on the time bar to adjust



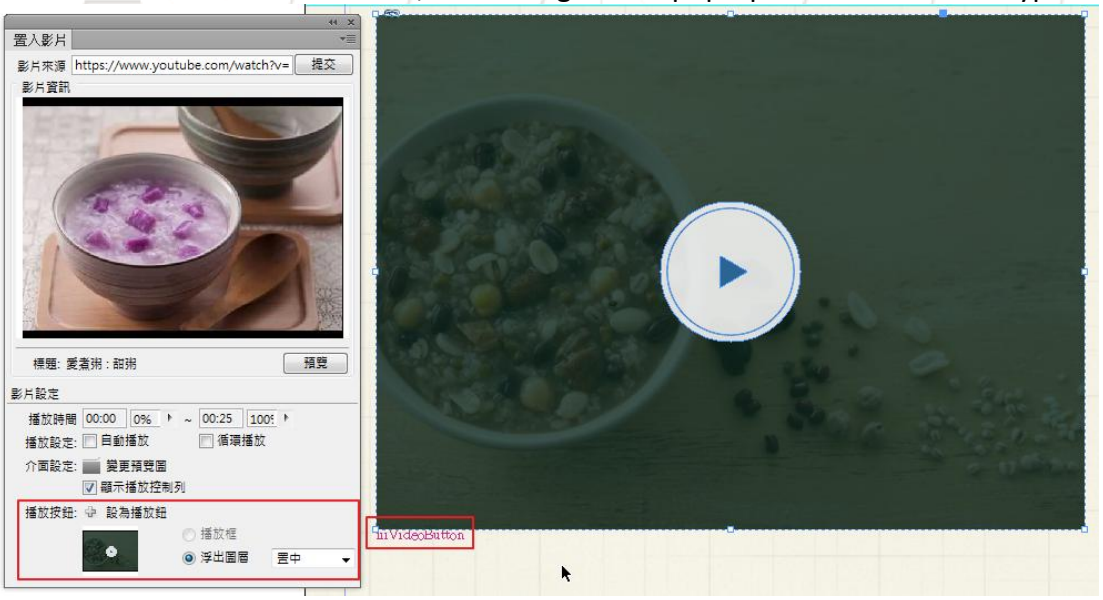

## ■ Pop-up video button

**Step 1.** Insert video play button: insert all video material, pictures or grouped items



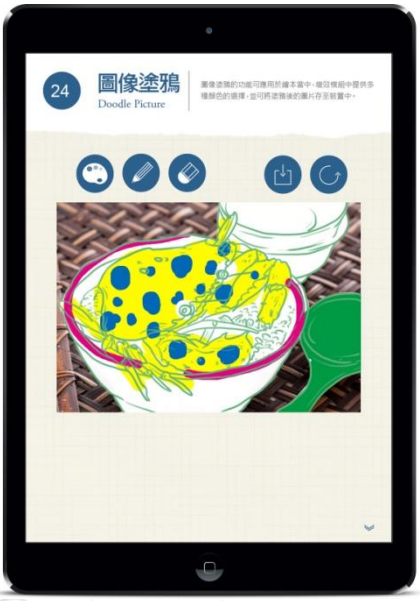
**Step 2.** Complete video setting: complete the video setting by using standard step 1~2, after obtain the movie information please save and the panel will display thumbnail and related name information

**Step 3.** Set video play button: select all inserted movie and use give the button “+” the object will show the “iiiVideoButton” label, the setting can be pop-up or full screen two type



# 12.
# Doogle Picture

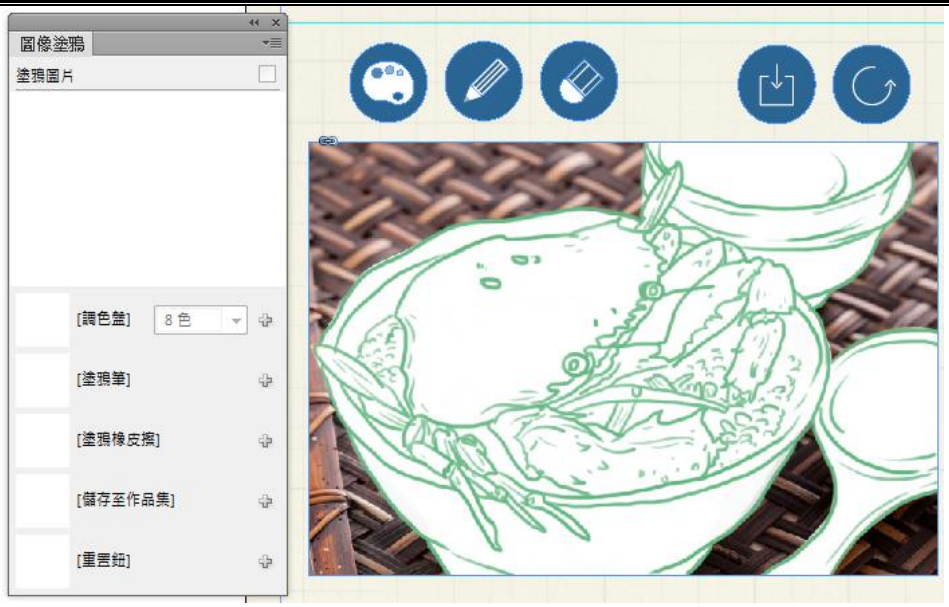
•Doodle picture can be applied to picture books and he the function can be used for drawing books. The plug-ins offers a variety of colors to choose from and can also save the doodles as an image file to the device.




## Instructions

***Step 1.*** Prepare the Doodle Picture materials and place in the canvas:

1. The Doodle Picture must be a PNG file and the parts to color in must be transparent.
2. The Palette icon, Brush icon, Eraser icon, Resert icon and Save to Portfolio icon must all be non-dynamic objects such as text, images, grouped objects or graphics drawn with indd.

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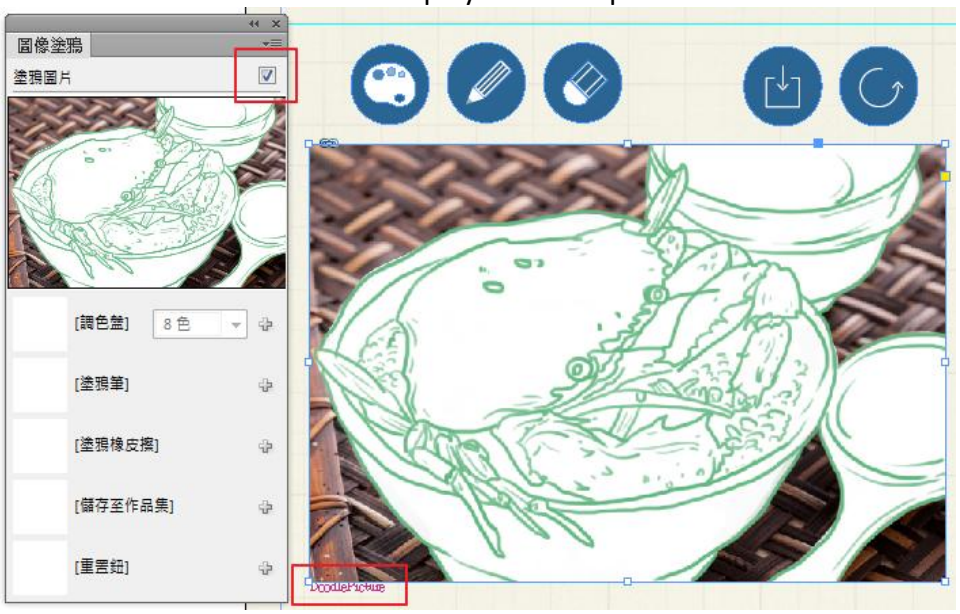
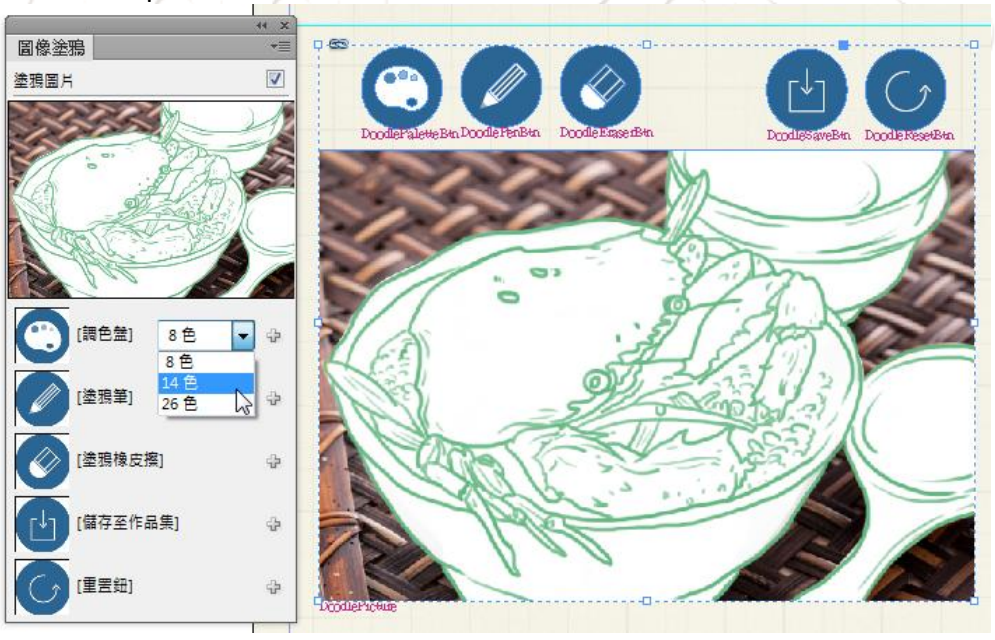
***Step 2.*** Select the image to add and tick Doodle Picture. The "Doodle Picture" tag will appear in the lower left once added and be also displayed on the panel.




***Step 3.*** Once a doodle picture has been added, click on the + button to add objects such as Palette, Brush, Eraser, Reset button and Save to Portfolio in order. Once the objects have been successfully added, a tag will appear in the lower left corner of the object. It will also appear on the panel as well.

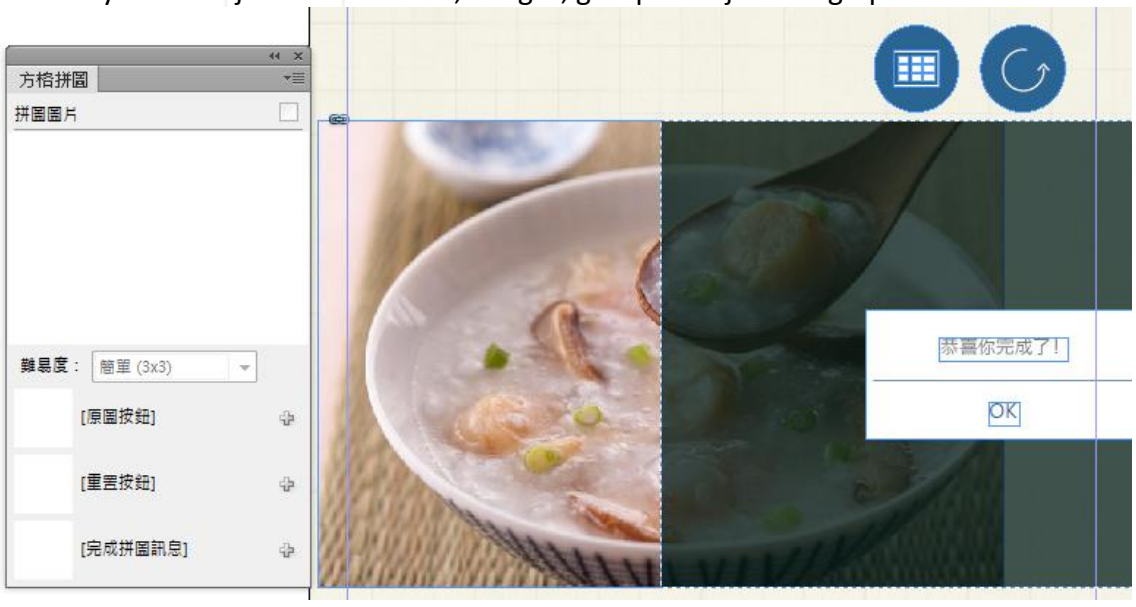


# 13.
# Grid Puzzle

•The Grid Puzzle function can be used in illustrated books. The plug-ins provides the editor with three cell counts of different difficulty.

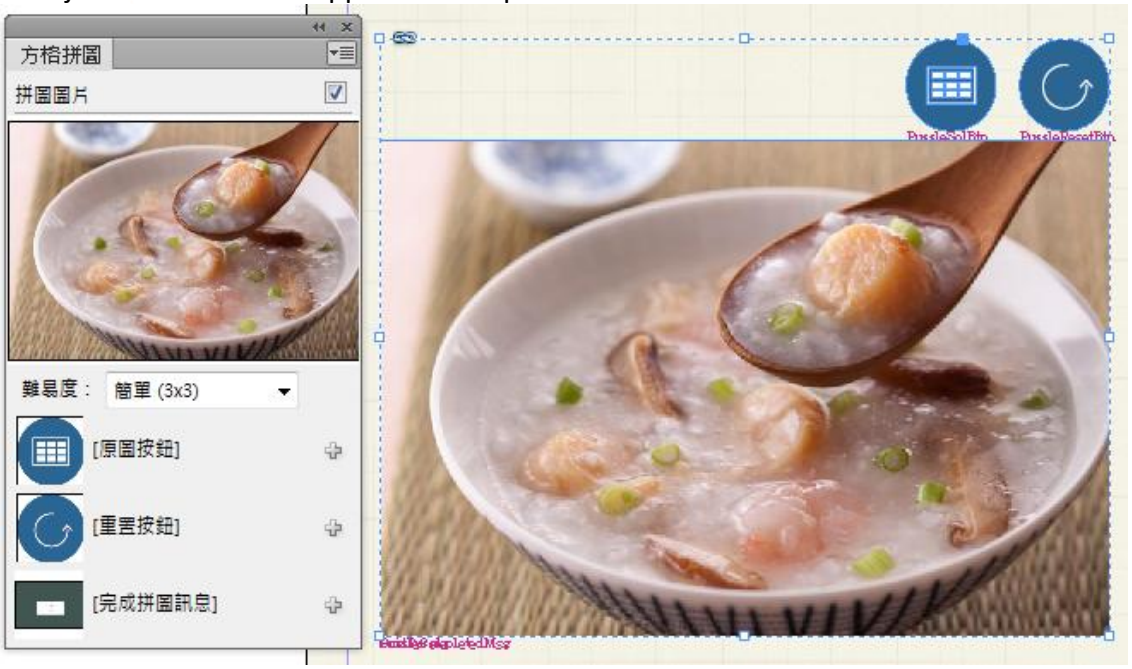
## Instructions

***Step 1.*** Prepare the Grid Puzzle material and place on canvas. This includes the jigsaw image, original picture button, reset button and puzzle complete information. All objects must be non-dynamic objects such as text, images, grouped objects or graphics drawn in indd.




***Step 2.*** Select the image and tick the Grid Puzzle option. The "Grid Puzzle" tag will appear in the lower left once successful and be shown on the panel as well. The puzzle difficulty can be set from the pull-down menu.

***Step 3.*** Once a grid puzzle image has been successfully added, click on the + button to add objects such as the Original Image button, Reset button and puzzle complete message. Once an object has been successfully added the tag will appear in the lower left corner of the object and it will also appear on the panel.




## 14.

# Support InDesign build-in functions

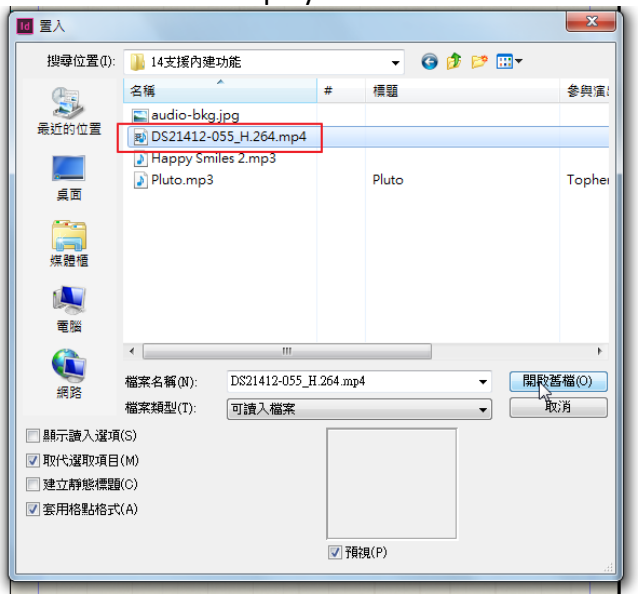
▲Local video ▲Local audio

- Editor can use video editing or animation editing to put pictures to have dynamics and moving effect which will make the content more lively and interesting
- Add background music in the App book or use select to play music button to add sounds

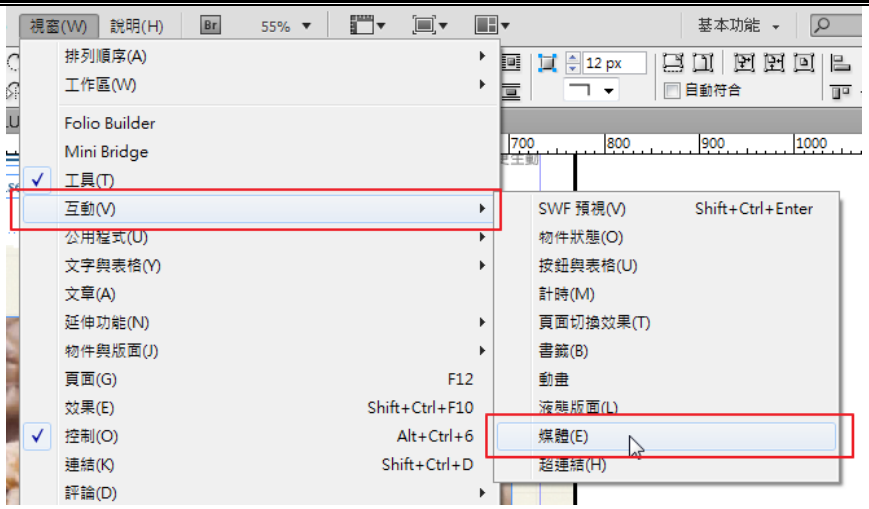
## Instruction

### ■ Insert local video

**Step 1.** Insert video: select from the tool bar and the file for > insert, select mp4 format (H.264 coding) and after insert it will auto display thumbnail




**Step 2.** Open panel: select from the view window > interact (V) > open multimedia (E)

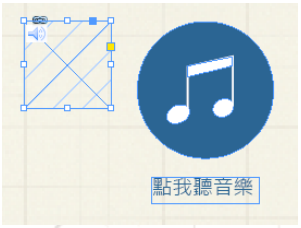



**Step 3.** Set video: support all items for play/repeat play/preview/display control

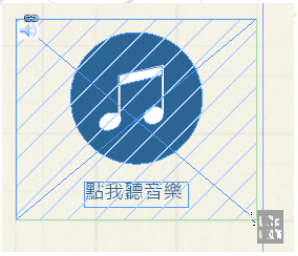
## ■ Insert local audio

**Step 1.** Insert map button: insert single button to be for one object, picture or grouped objects

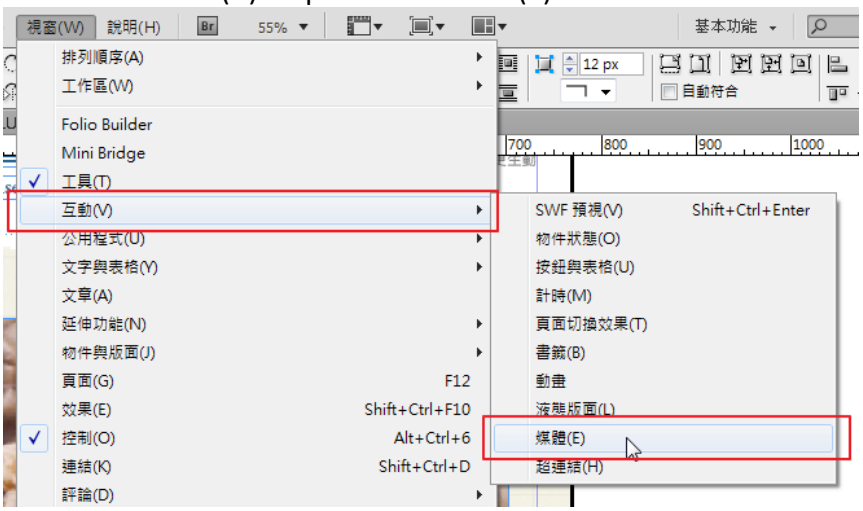
**Step 2.** Insert Audio: select from the ool bar > insert, select the mp3 source and after insert there will be a transparent frame and the left upper corner will show the music icon and that's the touch area for start play the audio



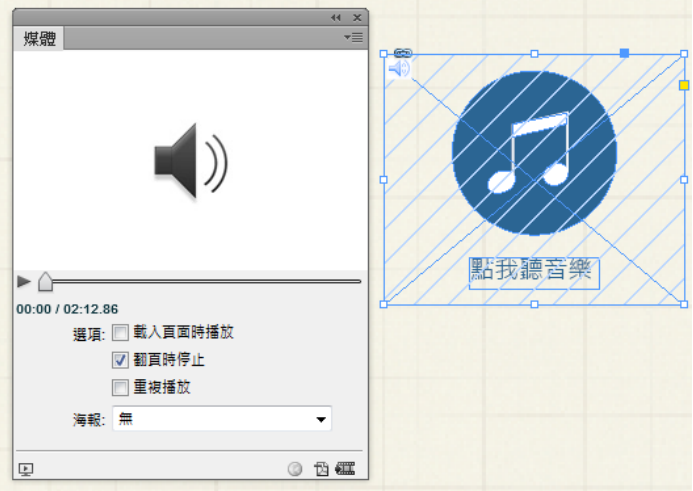

**Step 3.** Adjust the touch area: hold ctrl and adjust the button touch area using the transparent frame to cover the area in the step 1 button




**Step 4.** Open panel: select interact (V) > open multimedia (E)



**Step 5.** Set audio source: support all items for play/repeat play/preview/display control




AppCross

# IV. Export and Privew

In order to export or preview the App made, please first install from itune “AppCrossReader”. Or you can download AppCrossReader from App Store or use QR code to download

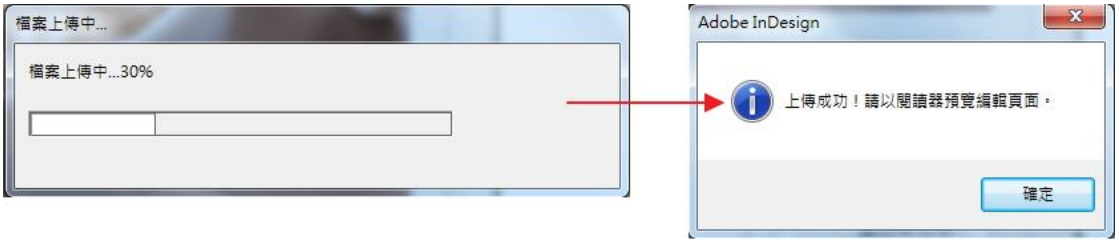
AppCross currently provide two methods to prview on iPad thorough “IP” preview or iTunes preview

## Instruction

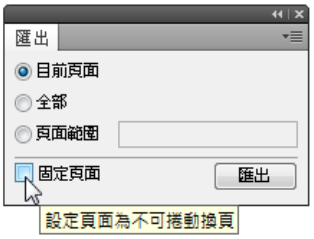
### 1. Upload thorough IP

**Step 1.** Please use the same internet connection on both iPad and computer, open the preview panel in AppCross and open AppCrossReader on iPad and input the ip and press preview

**Step 2.** After press the preview button and file will be exported and updated to AppCrossReader, after completion it can be view from your iPAD



## 2. Upload thorough iTunes




**Step1.** Select the pages (current, all or range of pages) you wish to export and preview and if you want non scrollable pages please select fixed page then export. Please select file path you wish save and after export the zip file will be saved to the designated path area.

Tips:

1. When exporting page need to select pages under the panel
2. Fixed page will not allow user to scroll pages. Editor can use such function for puzzle games or tests pages after passing then the page will jumb to the next page but a link button function need to be designed in th process for linking to the next page
3. Current AppCross Plugin for indesign CS6 v.1.14.0623 must be used with AppCrossReader v.3.7.3 and above to support expor t and preview of Retina Disply (High resolution photo and words)

**Step2.** Connect ipad by line to the computer, open iTunes > select the device name (1) > APP (2) > in the folder sharing select AppCrossReader(3) > Add the exported file(4) ◦

**Step3**. Open on iPad AppPreview APP > Preview button > press refresh icon from the upper right corner> open the updated file (preview from the open button or thumbnail)